

DoubleJump
BOOKS

Castlevania®

Dawn of Sorrow™



The Official Strategy Guide

KONAMI

CASTLEVANIA[®]

- DAWN OF SORROW[™] -

A DoubleJump[®] book.

CREDIT

PUBLISHER

TIM LINDQUIST

AUTHORS

ALICIA ASHEY
THOMAS WILDE

TRANSLATOR

ELIZABETH ELLIS

DESIGNERS

MIKE VALLAS
TIM LINDQUIST

LAYOUT ARTISTS

BOLL CREATIVE
TIM LINDQUIST

EDITOR

THOMAS WILDE

SPECIAL THANKS

DENNIS LEE
CHARLES MURAKAMI



© 1986-2005 KONAMI "KONAMI" and "CASTLEVANIA" are registered trademarks of KONAMI CORPORATION. "CASTLEVANIA Dawn of Sorrow" is a trademark of KONAMI CORPORATION.

The Official Strategy Guide original content © 2005 by DoubleJump Publishing, Inc. "DoubleJump", "DoubleJump Books" and the DoubleJump Books logo are trademarks or registered trademarks of DoubleJump Publishing, Inc. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from DoubleJump Publishing, Inc. DoubleJump Books is a division of DoubleJump Publishing, Inc.

DoubleJump Publishing, Inc. and the authors have made every effort to ensure that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. Questions regarding operation of the game software and hardware should be directed to the support numbers provided by the game and device manufacturers in their documentation.

ISBN 0-9741700-7-0

Printed in the United States of America



BIOS /	6
BASICS /	14
EQUIPMENT /	14
MAGICAL STRIKES /	16
WEAPONS /	16
MIND POINTS /	21
MONEY /	21
MONSTER SOULS /	22
BULLET SOULS /	23
GUARDIAN SOULS /	24
ENCHANT SOULS /	24
ABILITY SOULS /	24
WEAPON SYNTHESIS /	25
ITEMS /	29
SAVE ROOMS /	30
TELEPORT ROOMS /	31
MAGIC SEALS /	31
WALKTHROUGH /	32
LOST VILLAGE /	32
WIZARDY LAB /	37
GARDEN OF MADNESS & DARK CHAPEL /	43
DEMON GUEST HOUSE /	56
SUBTERRANEAN HELL /	66
CONDEMNED TOWER /	75
CURSED CLOCK TOWER /	84
SILENCED RUINS /	93
THE PINNACLE /	98
THE NEW DARK LORD /	107
MINE OF JUDGEMENT /	118
ABYSS /	126
HARD MODE /	137
BESTIARY /	140
LISTS /	195
EXTRAS /	206
ENEMY SET MODE /	206
BOSS RUSH MODE /	209
SECRETS & SPOILERS /	220
JULIUS MODE WALKTHROUGH /	220
UNIQUE MAGICAL STRIKES /	236
HIDDEN STUFF /	238
FAN INTERVIEW /	248

CONTENT

Soma Cruz

One year ago, Soma was a college student on an exchange program to Japan. During a solar eclipse, he and his best friend, Mina Hakuba, were suddenly transported to Dracula's abandoned castle. As Soma explored it, he discovered that he had the Power of Dominance, the ability to absorb the souls of monster he's defeated... and that he was the reincarnation of Count Dracula, the banished lord of Chaos.

When the smoke cleared, Soma had sealed Dracula's power once again and escaped from Dracula's castle. As he did so, his power faded, and Soma was once again an ordinary boy.

Now, Soma's become the target of the plots of an evil cult, called With Light. After they attack him and Mina, Soma resolves to take the fight to the cult's front door. He arrives at their castle on a cold winter's night...



Celia Fortner

The head of the cult With Light, Celia preaches that in order for God to be a force of absolute good, there must also be a force of absolute evil. It doesn't worship that force, exactly; it merely believes that its existence is necessary, and is prepared to do whatever it takes to return it to existence.

To Celia's mind, Dracula was that force. After she learned of Graham Jones, the man who believed he was the reincarnation of Dracula, Celia hatched a plan to create a new dark lord.

Only people who were born in 1999, at the moment of Dracula's final defeat, are candidates to become his replacement. Celia has recruited two of them, Dario and Dimitrii, to carry her plan to fruition. Whether it's by driving Soma to embrace the path of evil, or killing him and promoting one of her allies, Celia will stop at nothing to bring Dracula back to menace the world.


Dario & Dimitrii

Like Soma, Dario Bossi and Dimitri Blinovi were born in 1999, at the moment of Dracula's defeat. If Soma were to be taken out of the picture somehow, they'd be the next in line to become the reincarnation of Count Dracula.

Dario is a powerful master of flame. He's brash, arrogant, and always looking for a fight.

Dimitrii, like Soma, possesses the Power of Dominance. He can absorb monsters' souls, and instantly adapt the abilities of anyone who attacks him. Unlike Dario, he's a schemer.



An illustration of Julius Belmont, a man with brown hair and a mustache, wearing a yellow vest over a red shirt and a brown coat. He has a red scarf and is shouting with his mouth wide open. He is holding a large, dark, ornate whip in his right hand. The background is dark and moody, with a stone wall and a red banner.

Julius Belmont

Julius is the latest, and possibly the last, member of his family to wield the powerful whip known as the Vampire Killer. The Belmonts have hunted the undead, and especially Count Dracula, for a thousand years. It was Julius, aided by a band of vampire hunters, who finally ended his family's struggle against Dracula in 1999, when Mina's father sealed Dracula's castle inside a solar eclipse.

Following Dracula's banishment, Julius lost his memory for thirty-six years. He only regained it when he reentered Dracula's castle in 2035, and reclaimed the Vampire Killer. After Soma proved he would not become the next dark lord, Julius became his friend. These days, he works for the Church, usually alongside Yoko.

Yoko Belnades

She doesn't look like it, by her own admission, but Yoko Belnades is both a nun and a witch. For centuries, the spellcasters of the Belnades family have been the traditional allies of the Belmonts.

Yoko is employed by the Church. Her job is to quietly find and eliminate supernatural threats to humanity. Despite her job, Yoko's outgoing, relatively cheerful, and so honest that she sometimes upsets people. She's known the Hakubas for years, and Mina's like her little sister.



A detailed illustration of Genya Arikado, a young man with long, dark, wavy hair, looking down and to the right. He is wearing a dark suit jacket over a white shirt and a dark tie. The background is dark and atmospheric, with a stone wall and a red banner visible.

Genya Arikado

Character Introductions

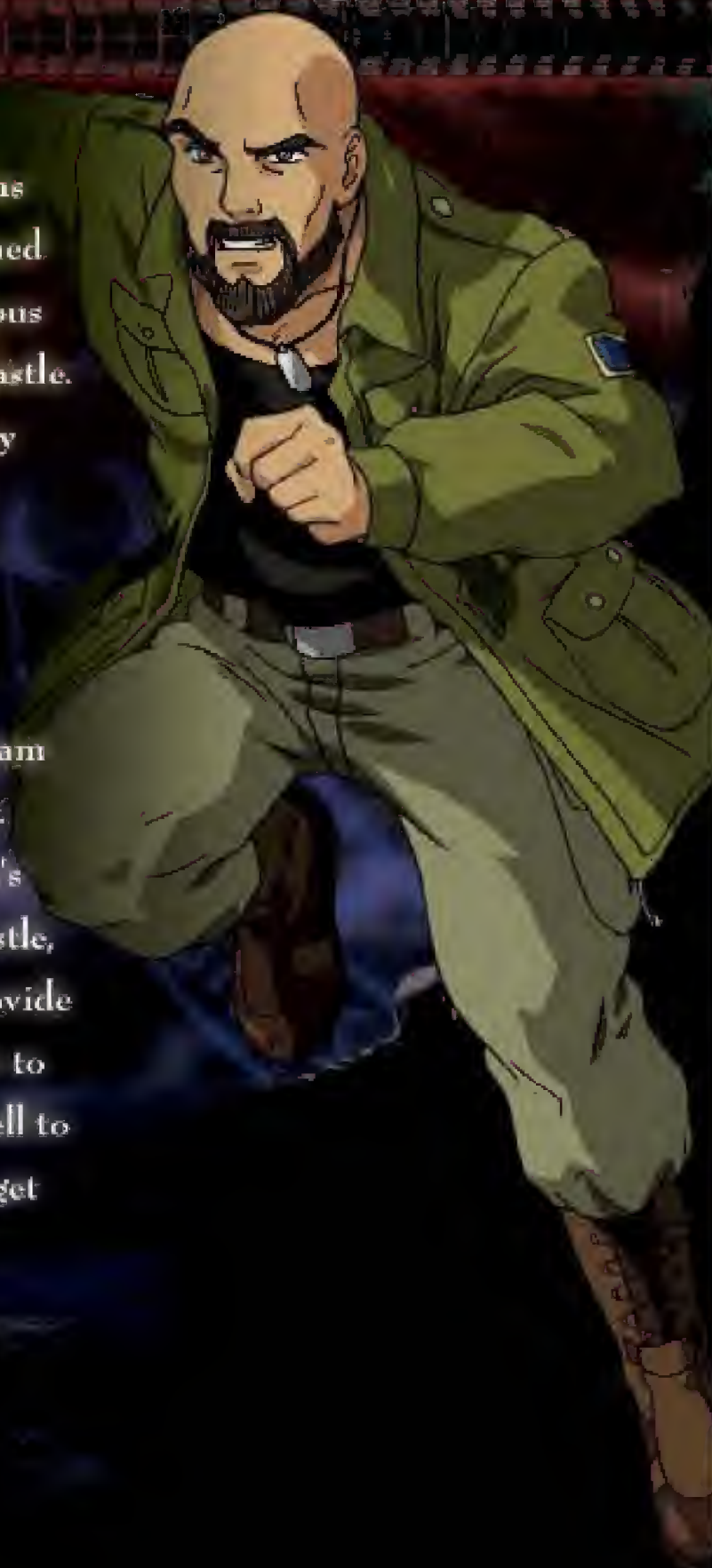
"Arikado" is an agent for an unnamed, top-secret division within the Japanese government. He always seems to know more than he lets on, and he seems to deliberately avoid getting to know others.

As Yoko unwittingly revealed to Soma a year ago, Genya Arikado is a disguise for Adrian Fahrenheit "Alucard" Tepes, the son of Dracula and an occasional ally of the Belmont family. He has sealed his own power away to help prevent Dracula's rebirth, although he's still got a few tricks up his sleeve.

Hammer

One year ago, Hammer was a military operative assigned to investigate the mysterious appearance of Dracula's castle. Hammer met Soma as they were both exploring, and they became fast friends.

Hammer's since left the military, to pursue his dream of becoming a shopkeeper. When he hears that Soma's headed towards Celia's castle, Hammer tags along to provide Soma with moral support, to find more things he can sell to Soma... and hopefully, to get closer to Yoko.



Mina Hakuba

Mina is Soma's best friend. Her father is the priest at the Hakuba Shrine in Japan, and he helped seal Dracula away in 1999. One year ago, Mina was unwittingly trapped in Dracula's castle with Soma, and escaped when he did.

As Soma runs off to stop Celia, he leaves Mina behind in Japan. She may not enter the castle this time out, but Mina holds the key to discovering Celia and Dimitri's true plans.



Basics

Once More, With Feeling

First off, if you haven't played and beaten *Castlevania: Aria of Sorrow*, go do so now. We'll wait.

Done? Good. That was a great game, and *Dawn of Sorrow* improves upon that formula. There are hundreds of abilities to unlock, rooms to explore, and more than a hundred new monsters to beat.

There's so much packed into *Dawn of Sorrow*, in fact, that it's nearly impossible to find it all over the course of an ordinary game. We've spent entire days exploring the castle, digging up its most deeply buried secrets and repeatedly defeating everything from the lowliest Zombie to the fearsome Arc Demon.

Now, it's your turn. Take the phone off the hook and put the cat out. We've got a castle to explore.

Equipment

This is as good a place to start as any. *Dawn of Sorrow* puts a lot of focus on Soma's supernatural powers, but from moment to moment, you'll always have your equipment to fall back on.

The short version: the equipment works just like it did in *Aria of Sorrow*.

The long version: your equipment will improve your statistics, broaden your offensive options, and provide you with a fallback option when you run out of MP. It's tempting to neglect simple weapons and armor, with all of the special abilities that're available through your Tactical Souls, but your equipment is one of the most important parts of the game.

Soma can equip one weapon, one suit of armor, and one accessory, each of which has a distinct and measurable effect on his statistics and abilities. *Dawn of Sorrow* deals with lower numbers than *Aria of Sorrow* did, so don't get discouraged by the comparatively small stat gains.

It's also a lot harder to reach a point where you're so well-equipped and so powerful that you can just steamroll the game. Even a high-level Soma equipped with the best weapons and armor is still going to have his hands full with the more powerful enemies and some of the bosses. Those of you who thrived upon reaching Lv. 99 in *Aria of Sorrow* have a much bigger challenge ahead of you this time.



Your Souls are essential, but a good sword or axe is no less so.

As you explore the Garden of Madness, you'll find the Doppelganger Ability Soul (see Ability Souls, pg. 24) inside a vase. This Soul allows Soma to equip two entirely different--or identical--sets of equipment and Souls, which you can switch between at just about any time by pressing the X button. This allows you to kit Soma out for two separate tasks, such as boss-fighting or item hunting, and switch between them as the situation dictates.

You can get weapons from Hammer's shop, as drops from defeated enemies, or from hidden rooms and dusty corners throughout Celia's castle. Most weapons can also be improved and upgraded in Yoko's weapon synthesis shop (see pg. 26).

Learning From the Past

If you start a game of *Dawn of Sorrow* with a copy of *Aria of Sorrow* in the second cartridge slot, you'll unlock some bonus content. See pg. 239 for the details.

All but the cheapest and least effective accessories are hidden in the castle. You'll need to go out and dig them up for yourself. The exception is the expensive but invaluable Soul Eater Ring, which Hammer is selling for a sweet 300,000 gold. (See The Soul Eater Ring sidebar, pg. 29.)

Finally, armor is at a premium in *Dawn of Sorrow*. Most of the better armors, including the powerful Demonic Mail, are either hidden in the castle or random drops from powerful monsters.



With the Doppelganger Soul, Soma becomes a lot more flexible.

Magical Strikes

Almost every weapon in *Dawn of Sorrow* comes factory-standard with a unique and powerful magical attack, which we've called "magical strikes." You can use this when Soma's standing still by pressing A; they won't work if he's in mid-air, crouching, or moving.



Press A to deliver a powerful secondary attack.

This magical strike usually does some extra damage, and depending on the weapon in question, it may have other special qualities. Many of them will be familiar to veterans of *Symphony of the Night*.

The most important part of a magical strike, however, is how it can be used in conjunction with the weapon's ordinary attack. You can press A at any time during a normal standing attack to launch a magical strike, which lends itself to some quick and damaging combo moves. For example, you can swing a Katana, then press A in mid-hit to slash twice more.

Any weapon's magical strike consumes MP. The amount it uses depends on the weapon, but you can count on spending at least 50 MP on a given magical strike.

Weapons



knife

There's not much to recommend a Knife above other weapons. It's fast, but so are Swords and Katanas, and both of those have more hit power than Knives do. They're good for a challenge, but that's about it. It also doesn't help that

they can't be upgraded, so a dedicated Knife wielder will stop finding better weapons about a quarter of the way into the game.

When Soma's equipped with a Knife, his magical strike is a short-ranged thrust that carries him slightly forward. It'll usually do a few more points of damage than the ordinary attack would.

Weapons



Punch

This refers to Soma's bare-handed attacks, as well as weapons like Brass Knuckles. About the only things that a Punch has going for it are speed and blunt impact. There are quite a few enemies that are vulnerable to blunt trauma, and Punches are both faster and require less room to work than a Mace. Unfortunately, Punches don't have a lot of ATK or range, but you can sometimes compensate with sheer volume.

You can only use a magical strike with a Punch if you've got a weapon, such as a Cestus, equipped. The strike takes the form of a quick uppercut; the more powerful the weapon, the more extra damage the uppercut does.



Sword

There's something to be said for the classics. As you synthesize the more powerful Swords, you'll start getting a wide variety of weapons that inflict elemental damage or have unique magical strikes. The Joyeuse is a particularly good choice, as it's one of the only weapons in the game that raises your LCK.

Hammer sells a variety of extra Swords, such as the Cinquedia or Kris Naga. These are shorter than other Swords, and cannot be upgraded via weapon synthesis (see pg. 29).

Like a Knife, a Sword's standard magical strike is a slightly more powerful stan-

dard slash that'll move Soma a step forward.



It's simple and it isn't flashy, but a Sword is a classic for a reason.



Great Sword

This is a nice balance between an Axe's raw power and the speed of a Sword.

One of the advantages that a Great Sword has is that like an Axe or Mace, it swings in an arc above Soma's head. With its greater attack speed, you can use the Great Sword to protect Soma from things that might be falling towards his head, such as enemy projectiles.

A Great Sword's standard magical strike works like a Sword or Knife's; it's a powered-up slash that moves Soma forward. However, the step forward is surprisingly fast, so you can use it to recover from a missed swing or to nail a faster opponent.

Weapons



Axe

All damage, no speed. An Axe has a lot of ATK, but it's slow and cumbersome. If you're equipped with an Axe, make sure that whatever you hit gets destroyed with your first shot, because it might not be easy to get in a second swing.

When you use a Axe's magical strike, Soma teleports to the top of the screen and comes down with the Axe extended. This is a lot of fun to play around with, but more importantly, it does heavy damage and can be used to dodge incoming attacks.



Roar! Soma smash puny monster!



Hammer

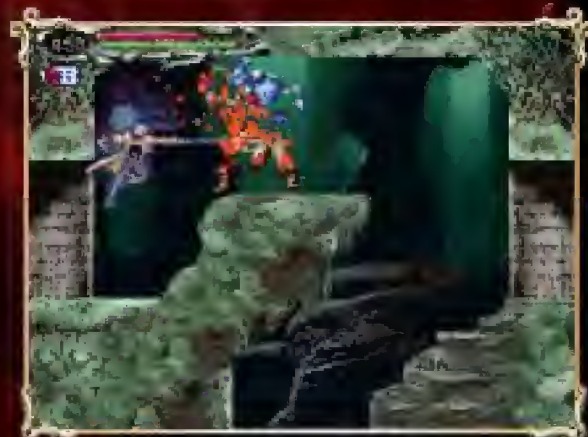
The Hammers share the same advantages and drawbacks as an Axe, except that they inflict blunt damage. Their magical strike works a lot like a Great Sword's.



Spear

As you might expect, a Spear's big advantage is its tremendous range, which only gets more impressive as you upgrade the weapon. Its drawbacks include a narrow hitbox--it's very difficult to swat fireballs or fast-moving enemies with a Spear--and a relatively slow rate of attack.

When you use a Spear's magical strike, Soma usually throws a quick three-hit combo. The first two hits go high, and the third hits low. It's a useful option against tougher monsters, but since Soma stops moving during the combo, it might leave you in a bad situation.



The Spear's great when you want to keep your distance.



Rapier

These are as fast as Knives, but have a little bit more range. *Castlevania* purists will want to use Rapiers, since you can upgrade them to the Belmont-esque Whip Sword, and eventually the powerful Nebula. A Rapier's magical strike is functionally identical to that of a Knife.

Weapons



Katana

Katanas don't have the hit power of some other weapons, but they're the fastest weapons in the game. You can often make up their relatively low ATK with multiple hits.

Another advantage of the Katana is that, unlike the Spear, Sword, Axe, or Great Sword, you don't have to use an irreplaceable Soul to reach its final upgrade (see pg. 29).

When Soma uses a Katana's magical strike, he slashes twice, slightly faster than the Katana's regular attack. A creature must be very close to Soma to get hit by the second slash.



With a Katana, you're trading ATK for speed.



Handguns

You can't upgrade Handguns, unfortunately. Once you buy the slightly improved Silver Gun from Hammer, you have explored the furthest reaches of *Dawn of Sorrow's* arsenal of firearms.

A Handgun offers a solid rate of fire, but it doesn't have much in the way of stopping power. It's more or less free damage against many enemies, but it lacks the ATK and the utility of a good melee weapon. A bullet will keep traveling until it hits a wall, torch, or monster.

The Handgun and Silver Gun share the same magical strike, a quick double-tap that hits an enemy twice.



It turns out that a 9mm doesn't really bother monsters. Who knew?



Throwing Weapons

You can find or purchase a variety of throwing weapons, such as the Chakram or Tomahawk, as you explore the castle. They aren't powerful, but they let you strike an enemy from a safe distance. Throwing weapons don't stop after they hit an opponent or a wall, so you can use one to damage an entire row of monsters.

Weapons

When you use a throwing weapon's magical strike, Soma tosses the weapon faster than usual for more damage.



Recommendations

All in all, we have to recommend that you stick with an Axe, for its power, or a Katana, for its sheer speed, and alternate between the two as the situation dictates. You might also want to keep a few of the mid-range, enchanted Swords around, as they're an easy, free method of exploiting enemies' elemental weaknesses.

Double your Fun

If you're equipped with a Knife, Sword, or Katana, you can get two hits for the price of one if you time it right. As you're landing from a jump, hit Y to attack, then hit Y again once you're on the ground. With the right timing, you'll see Soma swing his weapon twice in rapid succession, faster than you could if you were just standing still.

This isn't really a glitch so much as it's an exploitation of how the game determines when you can and cannot attack. When Soma lands after a jump, it resets the timing on his sword strikes, so you can immediately swing again. This comes in handy when you need just a little bit more damage to drop an enemy.

Working on your Backhand

Soma can hit enemies that're behind him when he's equipped with Maces, Great Swords, and Axes. Since he has to rear back before he swings, he may clobber a monster that was sneaking up on him. You should keep this in mind, especially against bosses that like to throw lesser creatures at you. It's easy to get two hits on two enemies in one swing.

Mind Points

Swords and axes are all well and good, but *Dawn of Sorrow* is mostly concerned with the use of magic. When you fire a Bullet Soul, invoke a Guardian Soul, use a weapon's magical strike, or get Cursed, Soma will use up his mind points, or MP.

Once it's used, your MP will slowly regenerate over time. Unassisted, it comes back at a rate of about 1 MP a second. You can accelerate this process by equipping the Treant Enchant Soul. (And what does a giant tree have to do with MP? No idea.)

You can speed up the process by destroying candles, torches, vases, and the countless other fragile objects in the castle. (It must be hard to go antiquing with Soma.) Unless your MP is already full, you'll get a Small Heart or Large Heart, which you can pick up for an MP boost. The amount of MP that's restored by a Heart is determined by your current maximum MP, rather than a single fixed amount.

Money

Hammer will set up his shop in the Lost Village early in the game, and won't move from that spot for the duration. He sells a variety of weapons, items, armor, and accessories, including Potions, Mind Ups, and the invaluable Soul Eater Ring.

Business is business, though. Hammer may be Soma's friend, but he's not giving this stuff away. You'll need to scrounge up some hard cash if you want to buy his stuff.

You can find a fair amount of money just lying around the castle. Any monster has a good chance of dropping a coin worth \$1, \$10, \$50, or \$100, and you can find an occasional \$1000 moneybag as you're exploring the castle.

If your MP is full, torches, vases, lamps, and other breakable items will drop coins worth \$1, \$10, or \$50. If you equip the Gold Ring, you'll find \$500, \$100, or \$50 when you destroy a torch.

You can also find treasure chests in the Wizardry Lab and the Pinnacle, which will drop a random assortment of coins when destroyed. A treasure chest that you find anywhere else is probably a dangerous Mimic.

Finally, if you have the Mimic Enchant Soul equipped (see Enchant Souls, pg. 24), Soma will drop a coin or a moneybag any time he's injured. You can earn a small but constant profit by jumping onto spikes in the Cursed Clock Tower, scooping up the \$500 moneybag, and healing up in the nearest Save Room. There is, however, a minor problem with this method: it might get you killed.

All of these methods will get you money, but it's really just pocket change. If you want serious cash, you'll probably have to earn it by selling equipment back to Hammer, or by abusing Yoko's weapon synthesis shop (see Easy Money, pg. 28).

Monster Souls



Gotta catch 'em all! ...look, we had to say it at some point.

As he discovered in *Aria of Sorrow*, Soma possesses a rare ability called the Power of Dominance. When Soma defeats a monster, there's a chance that he might absorb its soul as it escapes its body. Soma can then use that soul to confer certain powers upon himself.

There are a hundred and thirteen monster souls in *Dawn of Sorrow*. Every monster that you encounter over the course of the game, with the notable exceptions of your human opponents and the final boss, has a soul you can claim and use.

It's worth mentioning that while many of the monsters from *Aria of Sorrow* have returned for *Dawn*, their souls don't usually have the same effects as they did in the earlier game. If you're a past master of *Aria*, don't take anything for granted here.

You can switch between your souls at any time, whether they're currently active or not. However, if you unequip a soul while its effects are still going, the

effect will end instantly. For example, if you use the Flame Demon soul to throw a fireball, and equip a different Bullet Soul while that fireball's still in flight, the fireball will immediately disappear.

The exception to this rule is if the Soul in question inflicted a status ailment upon an enemy, such as petrification. If you petrify or poison an enemy, they'll still be petrified or poisoned after you switch out your Souls.

Welcome Back Friends

Some of our old sparring partners from *Aria of Sorrow* have come back for another go at Soma. Of those monsters, only the following enemies' monster souls work in the same or a similar way... and even these might change as you level them up.

Bomber Armor
Disc Armor
Final Guard
Fleaman
Flying Armor
Ghost Dancer
Hippogriff
Lilith
Malphas
Medusa Head
Mimic
Persephone
Ripper
Skeleton
Ukoback
Waiter Skeleton

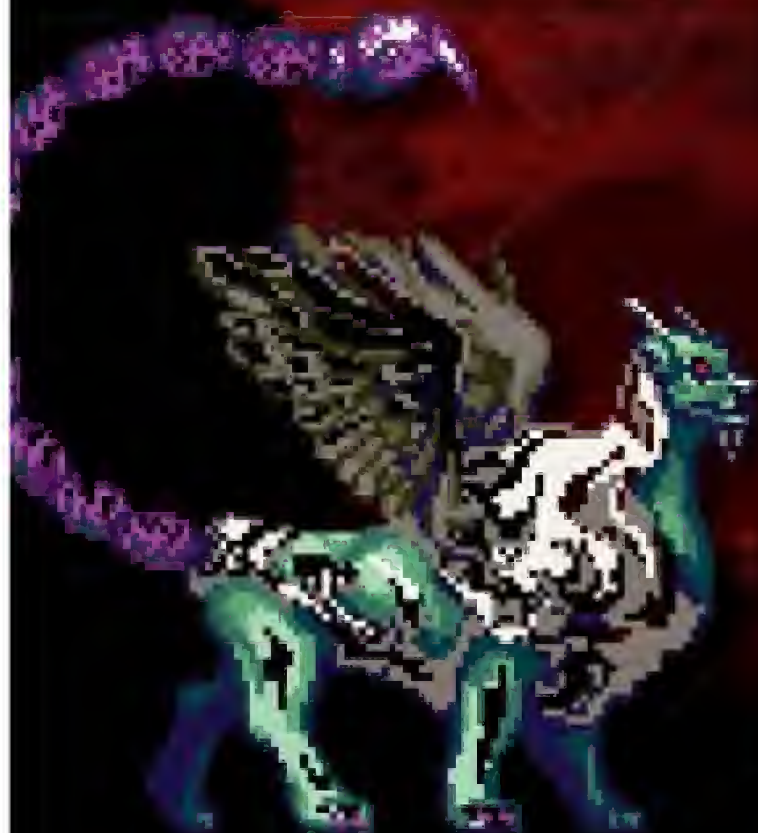
Bullet Souls

Bullet Souls take the place of the subweapons that you've wielded in past *Castlevania* games. Once you've equipped a Bullet Soul, you can use it by holding Up on the D-pad and pressing Y. Note that Soma's stance changes when he's ready to fire off a Bullet Soul.

Each of the Bullet Souls you'll acquire are different. As you explore the castle and defeat its inhabitants, you'll gradually build up a vast and varied arsenal of potential offensive abilities. Whenever you get a new one, be sure to play around with it a little bit to see what it can do.

We've obviously got a few recommendations for you, but with so many options to choose from, there's something here that'll work with any player's unique style.

For more on specific Bullet Souls, see the Bestiary.



And now, Terminology

As we discuss our strategies, we'll probably use a few terms that don't appear in the games. These are useful phrases we came up with on our own while we were writing this guide, which we're listing here so we can avoid confusion later.

A ground-wave Bullet Soul is one that hits the floor near Soma and crawls along for a certain distance, much like the Holy Water in several past *Castlevania* games. Ground-waves are useful against enemies like the Black Panther or Une, which, since they like to hug the floor, are often difficult to hit with your standard weapons. Good examples of ground-waves include the Frozen Shade, Agnis, and Student Witch Souls.

Anti-air Bullet Souls fly up and away from Soma in an arc. A lot of flying enemies in *Dawn of Sorrow* specialize in working just outside of Soma's effective vertical range, so you can't take them out before they attack. An anti-air Bullet Soul, such as the Axe Armor, is exactly what you need here.

A grenade Bullet Soul is, well, one that blows up. Against a crowd of oncoming monsters, or a few fast-moving enemies within a small space, a grenade Soul is a good way to take them out and get yourself some breathing room. The Mandragora or Erinys Bullet Souls are good examples of this.

Guardian Souls

It's difficult to make any blanket statements about Guardian Souls, since their effects vary so widely. You'll use Guardian Souls to transform Soma into monsters; summon familiars, such as the Mini-Devil, that'll attack enemies on their own; turn on stat-boosting status effects; or let loose with powerful offensive

attacks, among many others. The only real common ground between these effects is that you activate them with the R button, and that they'll keep going until you either turn them off or run out of MP.

For more on specific Guardian Souls, see the Bestiary.

Enchant Souls

When you equip an Enchant Soul, it automatically and constantly confers its effect to Soma. Enchant Souls typically offer immunities, resistances, or increased stats.

Enchant Souls' abilities are subtle, but

important. You'll need to power a few of them up before they're truly useful, but they make a real difference in how you play the game.

For more on specific Enchant Souls, see the Bestiary.

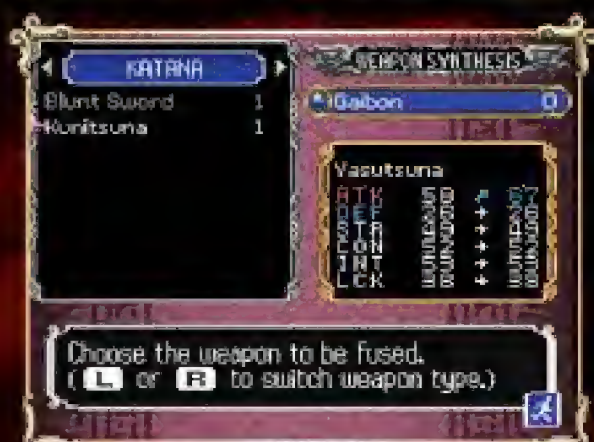
Ability Souls

The seven Ability Souls are kept in a separate menu. They differ from other Souls in that they can all be equipped at once, so Soma can enjoy all of their effects simultaneously. You'll often need the powers conferred by Ability Souls to reach new areas of the castle.

Unlike several past *Castlevania* games, only three of the Ability Souls will be acquired automatically as you explore the castle. Two of them are dropped by ordinary enemies, the sixth is inside a vase in the Garden of Madness, and the seventh is hidden in a secret room in the final area of the game.

For more on specific Ability Souls, see the Bestiary.

Weapon Synthesis



To get the best weapons in *Dawn of Sorrow*, you will have to make them.

After you defeat the Flying Armor at the start of the game, Yoko Belnades will set up shop in the Lost Village, across the street from Hammer. When you stop by, Yoko will often share hints or advice that Julius has brought back from elsewhere in Celia's castle, but that's not the reason to visit. You can bring monster souls to her so she can make brand new weapons, or have Yoko remove them from your inventory.

Yoko can use souls to create new Punches, Swords, Spears, Great Swords, Axes, Maces, Katanas, and Rapiers. While you can occasionally get a decent Spear or Katana from a monster or some hidden treasure cache, Yoko's synthesis is the only way to get the best weapons in the game. You can buy the base weapons in each category from Hammer.

It's worth mentioning that to create the ultimate Great Sword, Sword, or Axe, you're going to have to sacrifice several irreplaceable monster souls. If you want 100% of the souls in the game--and the valuable secret item that's unlocked when you have 100% of the souls--you'll want to gather all of them first. Once

you've got that secret item, you can return to Yoko before the final battle to create your ultimate weapon.

Note that there's no way to get rid of an Ability Soul once you have it. You can't synthesize a weapon using one, nor can you get Yoko to get rid of it for you.

Why Remove Souls?



Yoko can get rid of unwanted souls for you.

You don't get any benefit from having Yoko remove Souls from Soma's inventory. As a matter of fact, it's actually a way of handicapping Soma.

If you decide you prefer the second or first level of a Monster Soul, such as a timed bomb rather than the instant detonation of the third-level Bomber Armor Soul, you can have Yoko remove Souls until you reach the desired level.

More importantly, if you want to play through Hard Mode without having all of Soma's high-level Souls to fall back on, pay Yoko a visit and have her remove them all.

Mixing Up Destruction

For reference's sake, here's a list of the weapons Yoko can make, and the Souls you'll need to make them.

You can buy all the basic weapons--Short Swords, Spears, Axes, Brass Knuckles, Claymores, and so on--from Hammer. When a weapon is about to reach its final upgrade, the new weapon's name will appear as a crown icon on Yoko's synthesis menu.



You've got quite a few options for weapon synthesis. Try them all!

Swords:

Short Sword	+	Armor Knight	=	Cutlass
Cutlass	+	Corpseweed	=	Long Sword
Long Sword	+	Great Armor	=	Fragarach
Fragarach	+	Mollusca	=	Hrunting
Fragarach	+	Treant	=	Mystletain
Mystletain	+	Killer Clown	=	Joyeuse
Hrunting	+	Killer Clown	=	Joyeuse
Joyeuse	+	Catoblepas	=	Milican's Sword
Joyeuse	+	Frozen Shade	=	Ice Brand
Joyeuse	+	Ukoback	=	Laevatain
Milican's Sword	+	Iron Golem	=	Burtgang
Laevatain	+	Iron Golem	=	Burtgang
Ice Brand	+	Iron Golem	=	Burtgang
Burtgang	+	Arc Demon	=	Kaladbolg
Kaladbolg	+	Abaddon	=	Valmanway

Note that to make the Valmanway, you must use the irreplaceable Abaddon Soul.

Great Sword:

Claymore	+	Warg	=	Falchion
Falchion	+	Great Armor	=	Great Sword
Great Sword	+	Valkyrie	=	Durandal
Durandal	+	Lilith	=	Dainslef
Dainslef	+	Draghignazzo	=	Ascalon
Ascalon	+	Gergoth	=	Balmung
Balmung	+	Final Guard	=	Final Sword
Final Sword	+	Alastor	=	Claimh Solais

Note that to make the Claimh Solais, you must use the irreplaceable Gergoth Soul.

Hammer:

Mace	+	Needles	=	Morgenstern
Morgenstern	+	Bugbear	=	Mjolnir

Katana:

Blunt Sword	+	Bomber Armor	=	Katana
Katana	+	Mini Devil	=	Kotetsu
Kotetsu	+	Devil	=	Masamune
Masamune	+	Barbariccia	=	Otetsu
Otetsu	+	Malachi	=	Kunitsuna
Kunitsuna	+	Gaibon	=	Yasutsuna
Yasutsuna	+	Malacoda	=	Muramasa

Rapier:

Small Sword	+	White Dragon	=	Whip Sword
Estoc	+	White Dragon	=	Whip Sword
MainGauche	+	White Dragon	=	Whip Sword
Whip Sword	+	Quetzalcoatl	=	Garian Sword
Garian Sword	+	Malacoda	=	Nebula

Spear:

Spear	+	Armor Knight	=	Partizan
Partizan	+	Axe Armor	=	Halberd
Halberd	+	Valkyrie	=	Lance
Lance	+	Mini Devil	=	Trident
Trident	+	Decarabia	=	Brionac
Brionac	+	Slogra	=	Geiborg
Geiborg	+	Erinyes	=	Longinus
Longinus	+	Bugbear	=	Gungnir

Punch:

Brass Knuckles	+	Zombie	=	Cestus
Cestus	+	Slaughterer	=	Whip Knuckle
Whip Knuckle	+	Hell Boar	=	Mach Punch
Mach Punch	+	Werewolf	=	Kaiser Knuckle

Axe:

Axe	+	Axe Armor	=	Battle Axe
Battle Axe	+	Manticore	=	Bhuj
Bhuj	+	Great Axe Armor	=	Great Axe
Great Axe	+	Final Guard	=	Golden Axe
Golden Axe	+	Death	=	Death Scythe

Note that to make the Death Scythe, you must use the irreplaceable Death Soul.

Easy Money

If you're willing to put some time into it, weapon synthesis is also a fast way to earn some extra cash. You can buy weak weapons at Hammer's shop, then use commonly available monster souls to power them up and sell them for a healthy profit.

Here's a decent method of earning money early in the game:

Buy a set of Brass Knuckles from Hammer for \$300.

Add a Zombie Soul to the Brass Knuckles to get a Cestus.

Sell the Cestus to Hammer for \$3000.

Buy an Axe from Hammer for \$800.

Add an Axe Armor Soul to the Axe to get a Battle Axe.

Sell the Battle Axe to Hammer for \$3900.

Buy a Claymore from Hammer for \$1200.

Add a Warg Soul to the Claymore to get a Falchion.

Sell the Falchion to Hammer for \$4000.

There's a room in the Lost Village where you can find all three of the monsters you need; it's one room west of the drawbridge where you first met Yoko and Julius. Run back and forth through this area, gathering Zombie, Warg, and Axe Armor Souls until you've got nine of each.

Now, head to Hammer's shop, buy nine Axes, nine Claymores, and nine sets of Brass Knuckles, and synthesize nine Cesti, nine Falchions, and nine Battle Axes. When you sell the upgraded weapons back to Hammer, you'll wind up with a net profit of \$77400. If you need to make some quick cash, this is a fast and efficient way of doing so. It's best done early in the game, when the EXP you get from the Wargs and Axe Armors will actually matter.



First, buy the raw materials from Hammer.



Then, create more powerful weapons at Yoko's shop and sell them.

The Soul Eater Ring

Once again, Hammer has the invaluable Soul Eater Ring for sale in his shop, and once again, it costs a jaw-dropping \$300,000.

The Easy Money trick, as above, will do the job, but it's a little slow and you won't earn much EXP while you're doing it. If you're willing to travel a bit, you can get a lot of money and a decent amount of EXP at the same time. Even better, you can do this relatively early in the game, especially if you've been visiting the Teleport Rooms as you go.

Buy nine Short Swords from Hammer.

In the Lost Village, grab nine Armor Knight Souls. Alternatively, buy nine Cutlasses from Hammer.

In the Garden of Madness, kill Corpseweeds until you have nine of their Souls.

Fight Great Armors in the Dark Chapel for their Souls. Again, you need nine.

Return to the Garden of Madness and dispatch Treants until you've got nine of their Souls. Alternatively, you could get nine Mollusca Souls. The latter's a bit easier, but you don't have to worry about Poison when you're fighting Treants.

In the Demon Guest House, gather nine Killer Clown Souls.

Thusly equipped, return to the Lost Village. Synthesize nine Joyeuse swords at Yoko's shop, then sell them to Hammer. You'll earn a sweet \$225,000.

Items

Soma doesn't wear that coat because it's comfortable, good-looking, or warm. He wears it because its pockets can hold an almost infinite number of potions, serums, cures, and foodstuffs.



The Power of Dominance is as nothing beside the power of knowing how to pack.

If it isn't a weapon or a piece of armor, it's an Item. Here's where you'll find the issues of the UMA tabloid, healing items, food, poison, or truly random bric-a-brac like the Bell or Crown. You can use an item at any time by choosing it from your menu.

You can keep up to 9 of a given item; once you've got that, you can't buy any more, and Soma will refuse to pick up any that he might find.

It's a really good idea to keep Soma maxed out on Potions and Hi-Potions whenever possible. These healing items will give you the extra staying power you need if you accidentally run into a new area that you're not powerful enough to handle. You can also grab a quick bite to eat to restore lost HP; any food items you find, either as treasure in the castle or as random item drops

Items

from defeated monsters, will heal Soma when you use them.

You can also find several types of poisonous or rotten food, like Rotten Meat, Spoiled Milk, Rusty Food Tins, or Amanita mushrooms. These items will injure Soma for a fixed amount of HP if you use them, but they can't reduce him below 1 HP. If you equip the Ghoul Enchant Soul, eating these items will *heal* Soma for as many HP as they would've ordinarily damaged him for.



Even bad food's worth something if you've got a Ghoul's gullet.

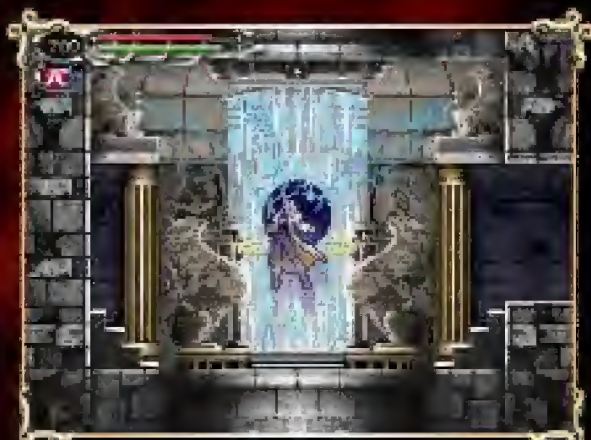
Save Room

To save your game, you'll need to use the glowing statues inside a Save Room. This holy artifact will record Soma's progress, restore his lost HP and MP, and cure any negative status effects he might be suffering from.



Save Rooms are, as ever, sources of free healing.

Teleport Rooms



Teleport Rooms are a huge time-saver.

You'll notice a barricaded room in the Lost Village when you first pass through it. This barricade will fall when you find your first Teleport Room, which'll probably be in the Wizardry Lab.

The Teleport Rooms are a network that stretches through the castle, with a teleporter somewhere in each of the castle's areas. All you have to do to activate a teleporter is visit the room it's in; at any point thereafter, you can teleport to that room from any other Teleport Room you've activated.

The best part of using a Teleport Room is that there's one right above Yoko and Hammer's shops in the Lost Village. You can backtrack there at almost any time to stock up on Potions and make new weapons.

Magic Seals

When you first run into Yoko, she'll give you the first of five valuable Magic Seals. These items provide Soma with a mystical method of breaking the barriers that Cella's set up throughout her castle, as well as a way to permanently destroy her boss monsters.

You'll need to find the relevant Magic Seal before you can enter a boss's room. Once you reduce that boss to 0 HP, you've got about five seconds to trace the relevant Seal on your touchscreen with your stylus. If you manage it, the boss's power is broken and it'll be

destroyed. If you mess up the pattern or wait out the clock, the boss will regain some of its HP and go back on the attack.

You can practice any Seal you have at any time in Soma's status screen. We recommend that you put in some time practicing each new Magic Seal you find, until its pattern becomes second nature.

Also, don't worry if you don't have your stylus handy when you get to a boss. The timer won't start until you tap the screen once.

Chapter 1:

The Lost Village

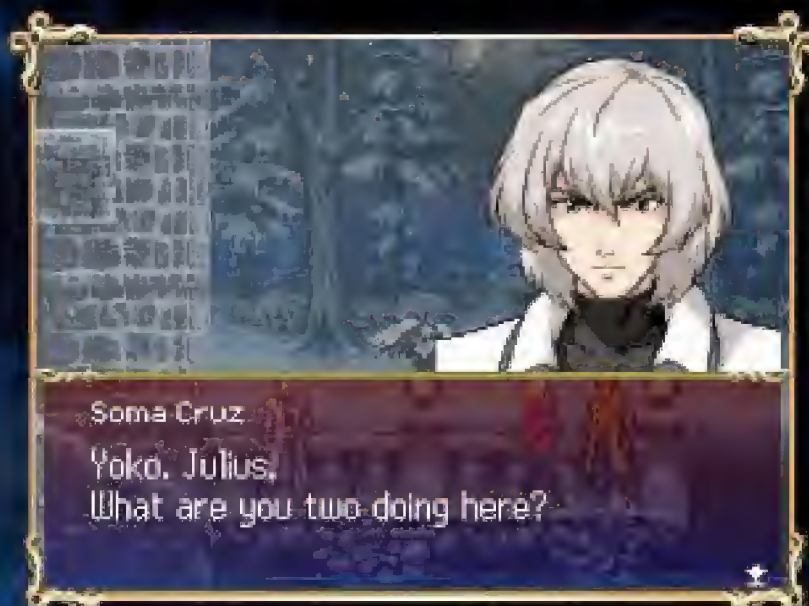
Chapter 1 - The Lost Village



"How can I stay uninvolved when this woman is trying to kill me, Arikado?
If my powers really have returned, then I may be the only one that can stop her.
Now that I've found the cult's base, it's just a matter of hunting her down..."

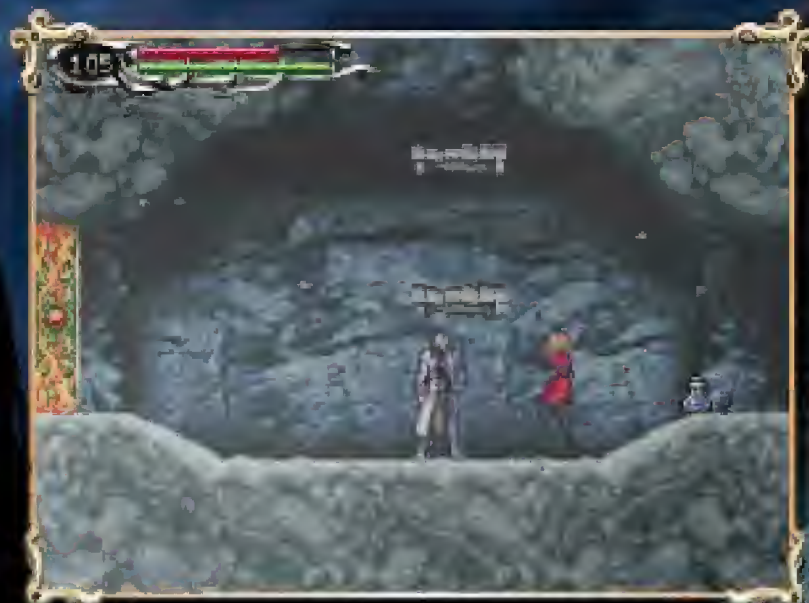
Events

- 1** Meet Yoko and Julius. After Julius runs off, Yoko gives you Magic Seal 1. Be sure to practice it - you'll be needing it soon.



- 2** Escort Yoko back to this room. Be ready for a boss fight before you approach the door.

- 3** BOSS FIGHT:
FLYING ARMOR



HP: 250

Difficulty: Low

Magic Seal: 1

Flying Armor

Rewards: Flying Armor Soul

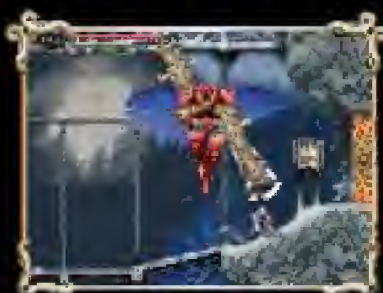
This battle is something of a tutorial boss fight. The Flying Armor uses two giant swords that hover beside him to attack. Fortunately for you, he isn't very tough, but can do some damage if you're still adjusting to *DoS*'s controls.

Pattern

Flying Armor uses three simple attack patterns. In the first he'll hover at the room's ceiling and send his two swords flying down at you.



For the second, he'll spin the swords around his body (similar to how Soma spins the Armor Knight's spear) and swoop down at the center of the room.



The third is the most dangerous - he'll send his swords flying up and out of the screen. Moments later, they'll try to hit Soma from either side.



Offense

Stand beneath the Flying Armor and attack him with the Axe Armor Soul. The axes will do significant damage and can hit him twice in a single toss.

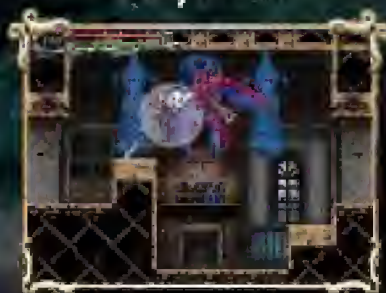


When your MP runs low, leap up and slash at him with the Short Sword when he's between attack patterns.



4

Use the Flying Armor Soul to make this jump and pick up the Claymore.



5

Head to this platform and pick up the Spear.



6

Head for this Save Room, and pick up the Mace as you go.



7

Pay your first visits to Hammer and Yoko's shops. Don't blow a lot of money on Hammer's weapons; you'll find or synthesize stuff just as good and cheaper by the end of the game. For now, a Potion or two is all you'll need.



8

Want some extra cash and a delicious bowl of Corn Soup? Visit this secret room before you move on. Attack the floor to make the entrance to the room reveal itself, then drop through the platform to enter.



9

Visit this room to pick up the Cape. Remember that mirror in the background; you'll want to revisit it later on...



10 Pick up the Potion hidden on the right side of this room as you make your way out.



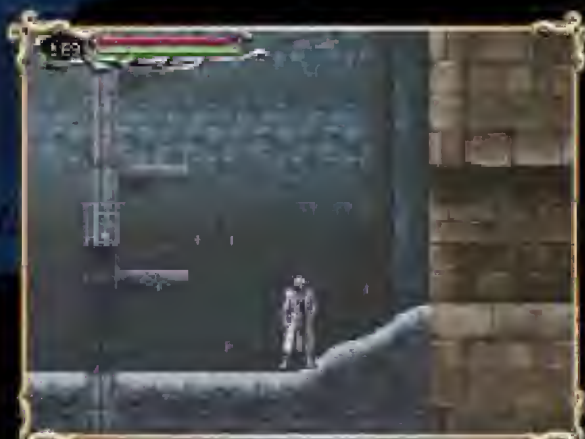
11 Make a Flying Armor jump to get to the exit platform.



12 Attack the switch; this will drain the water out of the drawbridge area you saw before when you met Julius.



13 You can leap up the series of small platforms if you want to backtrack. Otherwise, move on to the Wizardry Lab.



Chapter 2:

The Wizardry Lab

Chapter 2 - The Wizardry Lab



What kind of place is this? These experiments aren't natural. You aren't just another crazed cultist, are you, Celia? You appear to have grander ambitions.

Events

- 1 Our first stop is this Save Room. Pick up the Mind Up on the way in.



- 2 Head into the next room and pick up the Blunt Sword, then the Treasure Chest full of money on the level below.



3

Open up the Warp Room here. Now you'll be able to access the Warp Room in the Lost Village, which lets you back-track quickly and painlessly.



4

Take a moment to grab the Scarf in this room.



5

Meet Celia, Dmitrii, and Dario.



6

Head to this Save Room, and get ready for a Boss Fight.



7

BOSS FIGHT:
BALORE

HP: 900

Difficulty: Low

Magic Seal: 1

Balore

Rewards: Balore Ability Soul

This horrible giant is so big that only his head and one fist will fit in the room! Don't be intimidated, though, as he's actually not that tough. (This is especially true when you consider how lethal he was in *Aria of Sorrow*. He's apparently still recovering from that horrific beating Soma dealt him.) Just be ready to slam back a Potion or two if you have a hard time avoiding his attacks.

Pattern

This giant boss likes to fill the room with a massive energy beam. Fortunately, it's easy to crouch or slide-kick under it.



If you're standing at a distance from him, he'll reach out and try to smash down at Soma with his fist. To dodge it, run forward when you see Balore raise his fist.



If you stand just in front of Balore's face, he'll periodically try to smash Soma up against the ceiling. You can back-dash or move even closer to Balore's face to evade, since you won't take damage from touching Balore's sprite.



Occasionally he'll strike out with a middling-high or low punch that smashes Soma against the room's back wall. You can just walk under the middle-high punch, and jump onto Balore's fist to evade the low punch.



Offense

You want a fast, strong weapon for this fight; any Katana (like the Blunt Sword) will fit the bill. The best Tactical Soul to use is the Axe Armor Soul, which at high levels can quadruple-hit for massive damage against an opponent of Balore's size. Get as close to Balore's face

as you can before attacking with your Axes. Launch one between Balore's attack patterns, dodge his next punch or blast, then launch

another one. When your MP runs low, slash at Balore's head with your Katana until he tries to counterattack you.



8

This room is a good place to get acquainted with using the Balore Soul. First, clear out the Armor Knights until you get to the pillar at the end of the room. Now, run back the way you came, using your DS's stylus to break all the crystal blocks as you go. *Don't* break the blocks next to the floating platform, though! Instead, use them to hop up onto the platform and crouch. The platform will take you to the end of the room, which lets you move on to the next area of the castle.

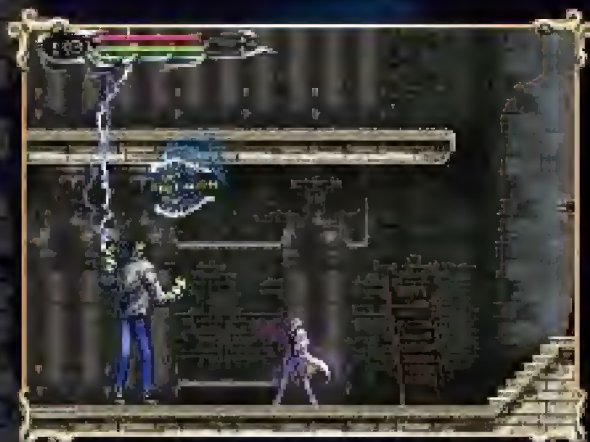


9

Before you leave the Wizardry Lab, you might want to backtrack so you can pick up the Combat Knife in this room. Use your stylus to break pathways you can travel through into the large groups of Crystal Blocks that obstruct the passageway that lead to it. You'll notice there's a mirror in the Combat Knife room...



Notes: Fighting the Creature



This guy will be a pushover later on in the game, but right now he might be too much for you to handle. There's quite a few ways to beat him: you can use the Soul Archer to dispatch him easily, or a leveled-up Axe Armor or Bomber Armor.



If you don't have any of the recommended Tactical Souls, then just hit him with your toughest Bullet-Type Soul and try to use stairs or platforms to jump over him when he rushes you. If you can't jump over him, then use a sliding kick to pass beneath him. You might take a little damage, but that's not nearly as bad as letting one of his attacks hit you.

Notes: Haunted Towers

All of the long vertical passages in the Wizardry Lab are full of Ghosts. They're easy to beat, but they can really complicate your progress.

The Ghosts will constantly respawn, there's an effectively infinite number of them, they home in on you, and they have the annoying habit of appearing just as you make a jump. If you're climbing up a tower area, you'll need to pick them off as soon as they appear, then leap up to the next platform before

any more can spawn. If you're descending, then it's easy to outrun them.



Chapter 3:

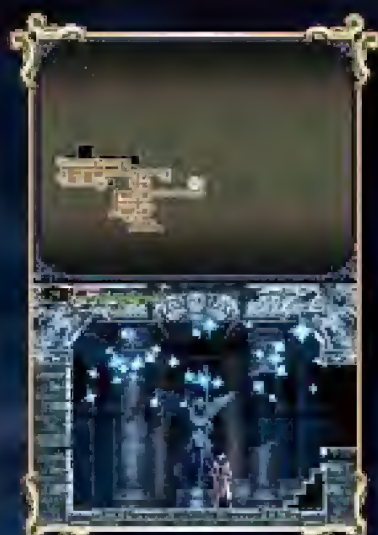
Garden of Madness & Dark Chapel

Chapter 3 - Garden of Madness & Dark Chapel

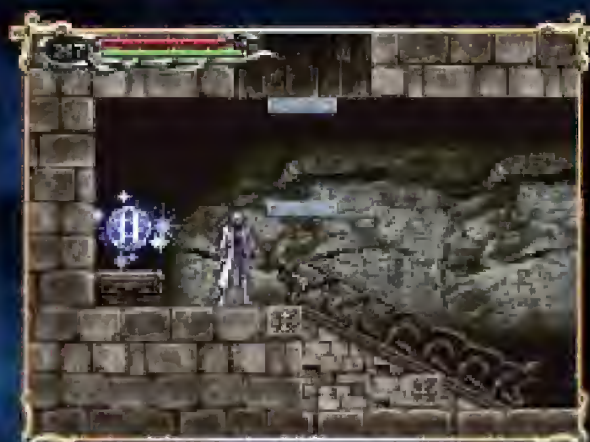


This is all too familiar... the gardens that smell like death, the blasphemous church full of vile spirits... did Celia really find a way to resurrect that evil castle? Are these even my memories? Just how powerful is she? Maybe Arikado was right.

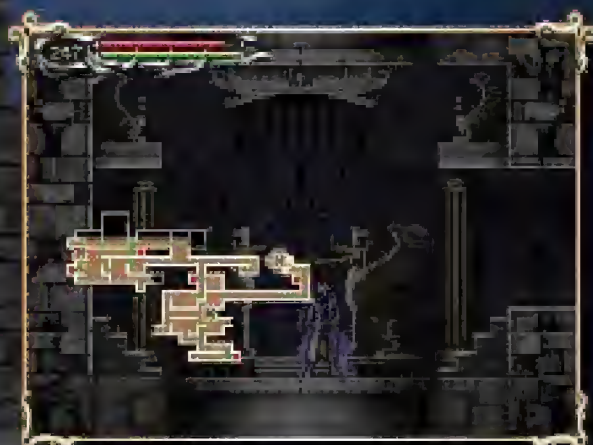
Events



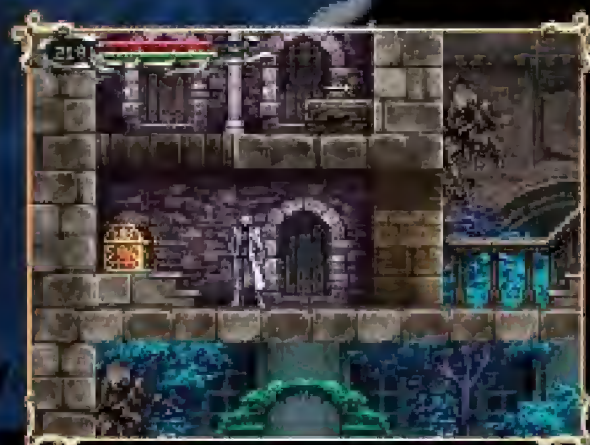
1 Head to the Save Room first.



2 Head left at the top of the column to pick up Magic Seal II.



3 Visit the Teleport Room here.



4 Stop off here to grab a treasure chest full of cash and the Fleuret.

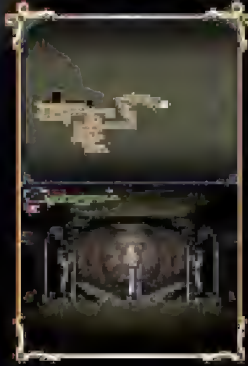
5

Break this vase to receive the Dopple-ganger soul.



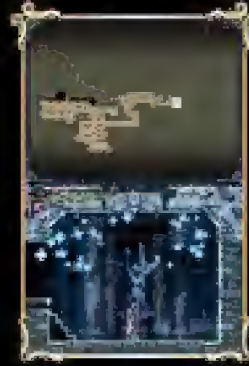
6

Head through this door into the Dark Chapel.



7

Head immediately for the Save Room here.



8

Pick up the Potion in the upper corner of this room.



9

Make your way to this Magic Seal door.



10

There's another Save Room you can stop at before heading in.

11

BOSS FIGHT:
DMITRII BLINOV



HP: 1000

Difficulty: Medium

Magic Seal: None

Dmitrii Blinov

Rewards: Nothing

Dmitrii can be rough if you don't keep his special ability to mimic your Tactical Soul attacks in mind. He's also a small, quick opponent, so he's a bit harder to hit than the enemies you've fought so far. Use the right Tactical Souls and he'll be a pushover; use the wrong ones and you won't last a minute.

Pattern



Dmitrii will begin the fight with an ability copied from Malachi that sends huge balls of vile energy slowly churning across the screen. These balls are extraordinarily difficult to dodge, and they can easily hit you more than once. Your best best is to try and attack Dmitrii with a Tactical Soul before he can launch one.



When you damage Dmitrii with any Tactical Soul ability you've learned so far, he'll copy it and start attacking you with it instead. When Dmitrii mimics one of your Souls, he uses it at its lowest power level, regardless of what your rank in it is. For example, if Dmitrii were to mimic your third-level Bomber Armor Soul, his version of it will still be the plain old first-level black bomb.



When you attack Dmitrii with a normal attack, he'll backdash away from you after the first hit.



If you corner him, he'll leap over Soma's head toward the center of the room.



If you leap at him, Dmitrii will stab at you with a little knife as you land.

Offense



Do *not* use homing Souls like the Witch or Rycuda against Dmitrii. He doesn't run out of MP, so he can slaughter you easily if he mirrors such a potent Tactical Soul. Instead pick something that's easy for you to dodge, but also powerful. The Axe Armor is ideal, since you can dodge it by simply stepping forward or back a little. The Bomber Armor is also a good choice, since Dmitrii's Rank 1 bombs will detonate slowly. Be creative, and use whatever you have at hand.



Your choice of weapon is sort of academic, since this fight is really about the Tactical Souls. Anything with decent power and reach will work fine. You can also use the throwing weapons Hammer sells if you like, such as the Chakram, although their ATK is low.



Damaging Dmitrii is a matter of keeping up a constant offense. Pound him with whatever Tactical Soul you've selected for your primary offense until your MP runs out, then switch to your melee weapon or just dodge until your MP regenerates. If you make the right choices as to what Tactical Souls you deploy, you'll defeat Dmitrii easily.

12 Exit the way you entered and save your game.

13 Visit the next room to pick up an Anti-Venom. This is all you can do in here for now.



14 When you go back in the boss room where you fought Dmitrii, a dangerous Quetzalcoatl will be in it. These enemies move in an unpredictable pattern, and it's easy to take a lot of damage while they're bouncing around. The best way to deal with them is with powerful grenade Bullet Souls like the Mandragora.



15 Head to this room for another boss fight.

16 BOSS FIGHT: MALPHAS



HP: 1200

Difficulty: Low

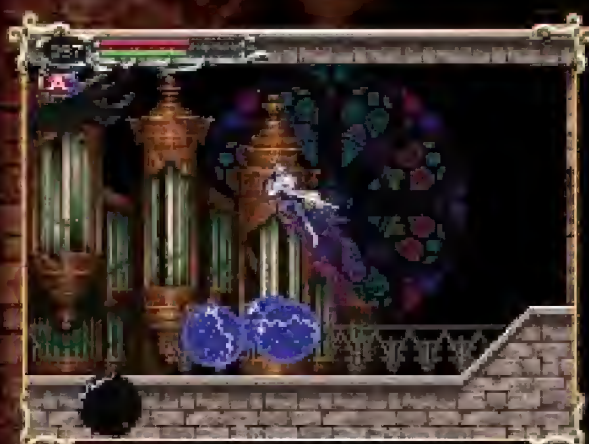
Magic Seal: II

Malphas

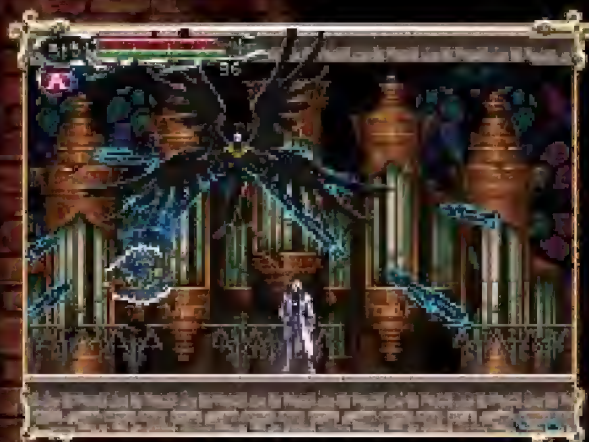
Rewards: Malphas Ability Tactical Soul

Malphas is a simpler, more straightforward boss fight than Dmitrii. Remember that you won't take damage if you touch Malphas's wings, and make sure you've practiced Magic Seal II.

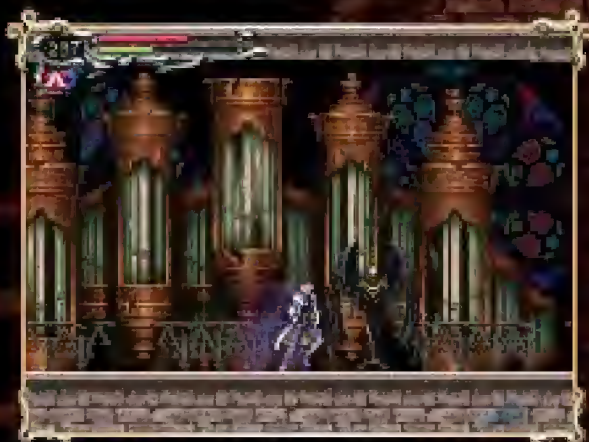
Pattern



At the beginning of the fight, Malphas will hover at the top of the room, moving slowly right and left. He'll periodically hover in place and charge up an orb of black energy that splits into five when launched. All of the orbs will roughly track Soma's movement, but move slowly. You can easily evade them by walking away from them, then jumping over them once they're low enough.



After launching a few volleys of orbs, Malphas will shoot feathers tinged with a deadly blue aura from his wings. You can dash to the edge of the room to avoid them, or just stand underneath Malphas.



Periodically, Malphas will land on the ground for a few moments. If you're standing just to the right or left of his body, he won't damage you by landing on your head.



When you've reduced Malphas' HP to critical, Malphas will begin summoning hordes of ravens when he lands. Crouch when Malphas does this.

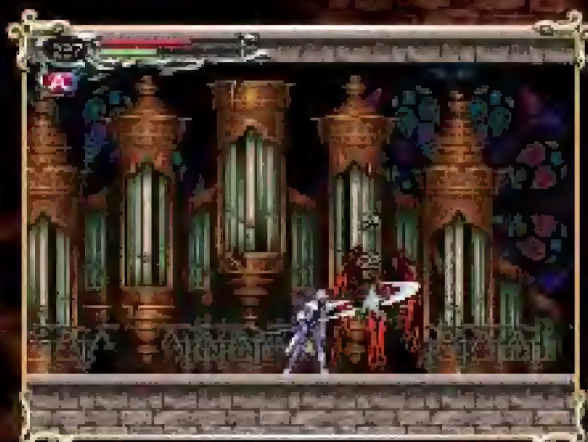


Once he's summoned a group of birds, then he'll leap up in the air and fire an enormous wave of black ravens at the side of the room where Soma is standing. When Malphas leaps up, immediately slide-kick toward him twice.

Offense



Whatever weapon you used to take down Dmitrii will suffice for Malphas. For Tactical Souls, the Axe Armor is invaluable in this fight. When Malphas is in the air over your head and you're not dodging, hit him with Axes.

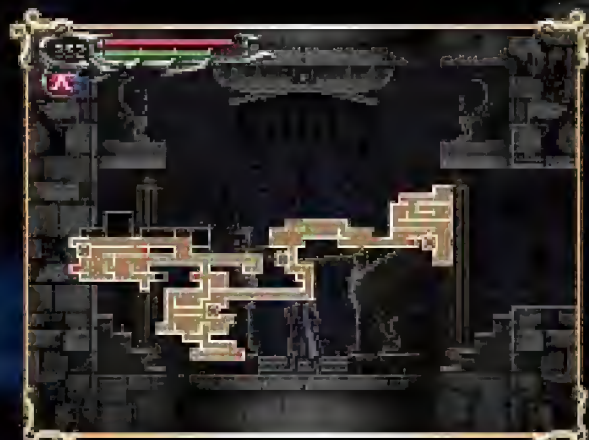


If you run out of MP, leap up and smack Malphas while he's in mid-air. When Malphas lands and takes no other action, hit him with your melee attack.

- 17** Use your new Malphas double jump ability to pick up the Power Belt in this room.



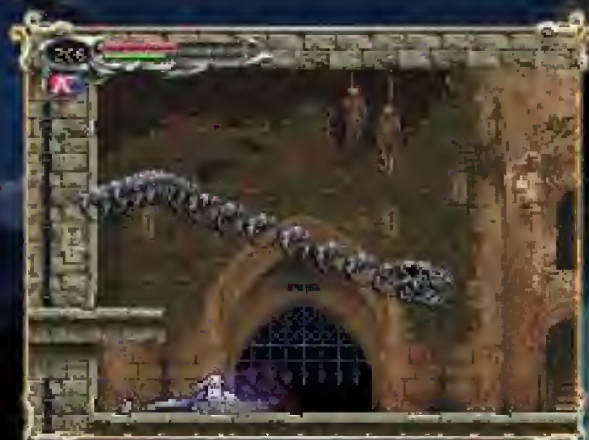
- 18** Visit this room to open up the Dark Chapel's teleporter. This is a good time to teleport back to the Lost Village to save your game, stock up on items, and do some weapon synth.



- 19** Defeat the White Dragon to pick up the Traveler Cape if you like. The best way to beat it is by sliding behind it.



- 20** Open up this barrier by using the Skeleton, then quickly switch to a more powerful Tactical Soul to take out the Slaughterer nearby. Slide across the room to pick up the Halberd and avoid the White Dragon's flames. Once you're behind the White Dragon, you can beat it easily.

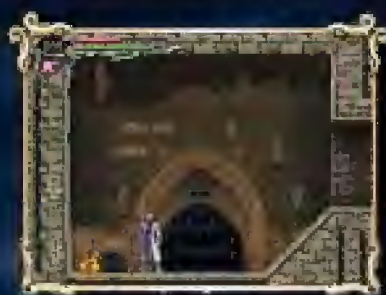


21 Walk slightly underneath the spikes to trigger them, then quickly backdash as they fall. As the spikes rise, you can then walk safely under them. In the next room is the Red Scarf and another mirror.



22 Now it's time to backtrack to the Garden of Madness. Stop by the Dark Chapel Teleport Room again so you can go to the Lost Village and save.

23 Stop in the top room of this vertical passage to grab 2000 gold on your way out.



24 Also stop by this little nook and grab the Long Sword.



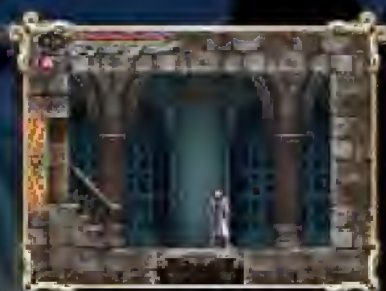
25 Double jump to get into this area of the Garden of Madness that was inaccessible before. Pick up the Elfin Robe.



26 Stop at this Save Room. There's one more boss fight waiting for you.



27 Double jump up the platforms to reach the next Magic Seal door.



28 Boss Fight: Dario Bossi

HP: 1500

Difficulty: Low

Magic Seal: None

Dario Boss

Rewards: Nothing

Dario's a more demanding boss than anything you've encountered yet. Dodging his patterns requires very precise movements.

Pattern



Dario will launch an attack pattern every few seconds, after his laughter sound clip plays. For his first pattern he'll pound the ground, shooting a deadly wave of fire along the ground toward Soma. You can double jump over it.



In his second pattern, he shoots a fireball out of the palm of his hand. You can crouch underneath it.



Dario's final pattern is to summon enormous pillars of fire underneath Soma's feet. Dario initially summons three pillars, with the first two appearing beneath Soma and the third appearing in between the first two. Once Dario's HP is critical, then all three pillars will try to appear underneath Soma's feet as he moves. It's safest to just backdash or turn and run away from them.

Dario cycles through these patterns at random, and will occasionally teleport in a burst of fire. He usually reappears closer to Soma after he teleports. You don't want Dario to be less than a screen's length away from you, so jump over his head to give yourself more space.

Offense



Which Tactical Souls you have available will determine how difficult this match will be. If you have the Une, then you can exploit the fact that Dario remains stationary for long periods of time. Drop one of these beneath him, then retreat to a safe distance and dodge Dario's flames. Dario will simply stand there and take lots of damage. Don't try this with the Bomber Armor, though, because Dario's strong against fire-based attacks and won't take much damage from it.



If you don't have either of those Tactical Souls, then the fight will be a bit harder. You'll want to rely on one of your projectile Souls. The Witch is excellent, and the Student Witch or Amalric Sniper can also work well enough. You don't want to use the Axe Armor or Skeleton, because they'll require you to stand too close to Dario.

The best time to attack Dario with a Tactical Soul ability is just after he finishes an attack pattern. Be quick, and don't give into the temptation to hit him more than once. If you're stuck in an attack animation when Dario attacks, you'll take brutal amounts of damage.

Melee attack is a risky proposition when fighting Dario, but it's feasible if you use a fast weapon like a Katana. Your best opening will be when he throws fireballs at you; you can slide-kick toward him, underneath the fireball, and start attacking him while crouching.



29

Backtrack to the last Save Room. After this, you're ready to move on to the next area of the castle.

Notes: Bloody Flowers

Trying to explore the Garden of Madness when you first enter it can be deadly if you haven't been powerlevelling. If you're having a hard time with the enemies, try to pass through the level quickly and don't hesitate to run from enemies when you need to. After you've visited the Dark Chapel, you'll definitely be strong enough to explore as you wish.

Notes: Slot Machine Door

This door underneath the Garden of Madness will open when the last three digits of your money amount are "777". Inside this room you'll find the Three 7s armor. It's easy to get that much money—find a torch near a door, keep entering and leaving the room, and keep busting the torch to pick up its coins—so pick it up as soon as you have the chance. The Three 7s is the only armor in the game that boosts your LCK, and the bonus will come in handy.



Notes: Hoop Earring

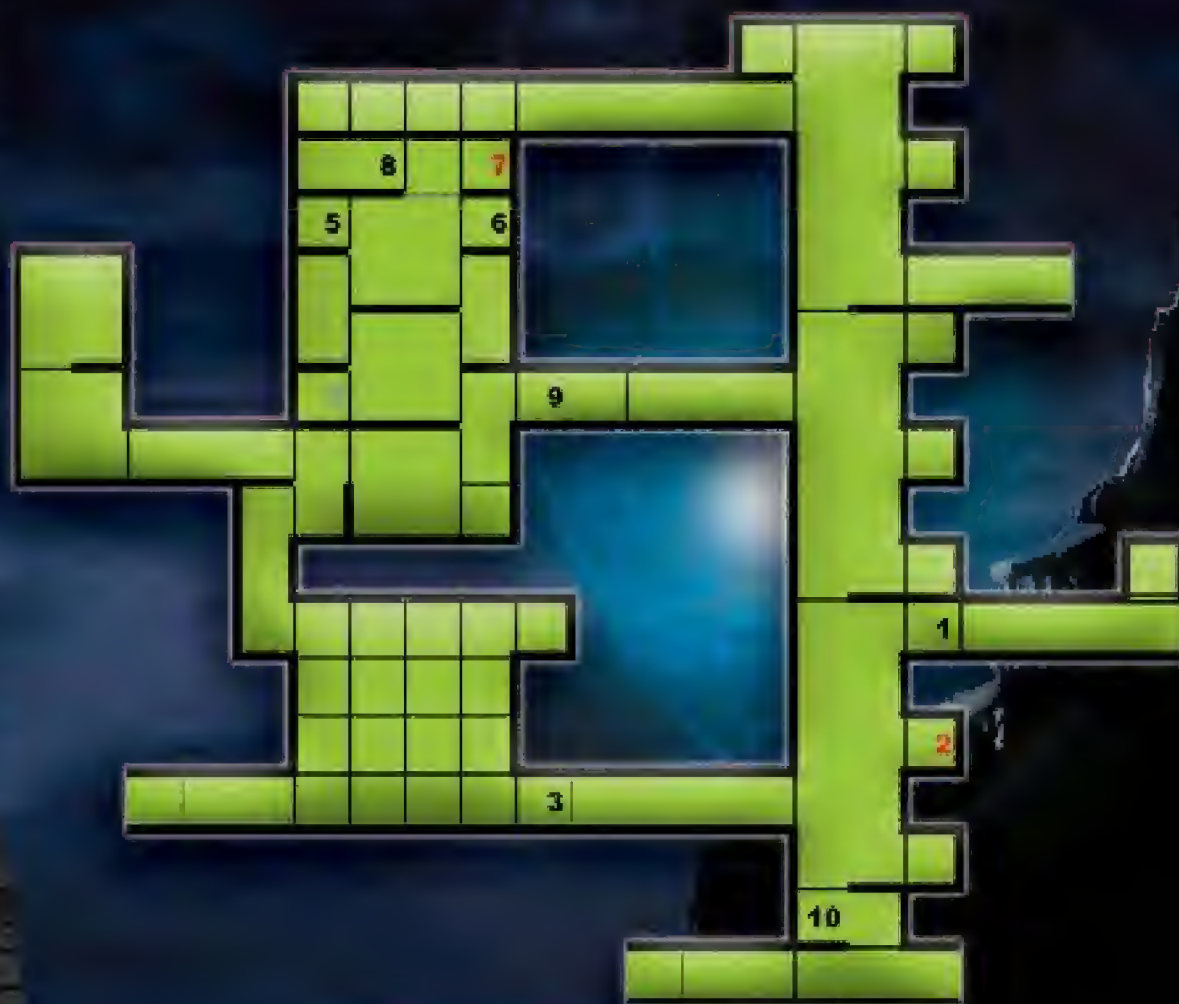
You can clearly see this accessory on a ledge outside of Malphas' room. To get this item you'll have to come back later in the game, once you can double jump. Start around the middle of the steps, double jump, then glide over. Also, you can use the flying armor soul multiple times during a jump, and can double jump while under its effects. So, if you jump from the flat floor to the left of the Hoop Earring, above the ramp, and float the whole way, adding a double jump, you'll EASILY make it to the little ledge (thank daetur!).



Chapter 4:

Demon Guest House

Chapter 4 - Demon Guest House

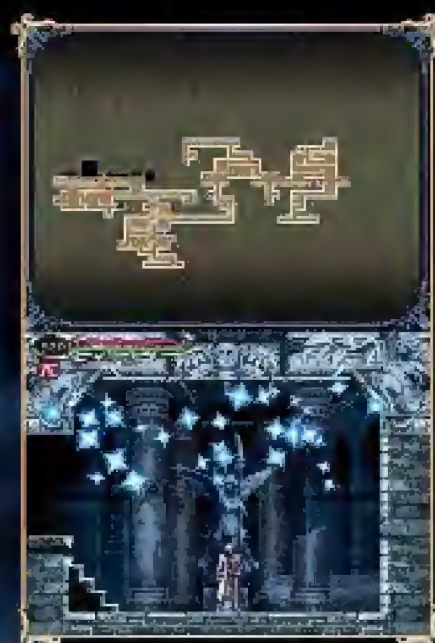


I've seen a lot of disgusting sights in this maze, but this area... this is the worst yet. Ugh. Clowns.

Events



1 After you pass through the first room of the Guest House, Arikado appears. He gives you an important item. It doesn't have any immediate benefit, but it's valuable nonetheless.



2 Stop off in this room to Save and heal.



3 Make your way through the Puzzle Room (see pg 62).



4 Open up this Teleport Room.

5

Head up to this room to pick up Magic Seal III.



6

Duck into this room and fight off the Killer Dolls to pick up an issue of the UMA News.



7

Save in this Save Room, and get ready for a boss fight.

8

BOSS FIGHT: PUPPET MASTER



HP: 1800

Difficulty: Medium

Magic Seal: III

Puppet Master

Rewards: Puppet Master Soul

The Puppet Master is a horrible giant head with four arms sprouting from it, surrounded by bloody iron maidens. Your biggest problem when you fight him is overconfidence. If you simply try to stand underneath him and spam your melee attacks, you'll end up regretting it. Remember that it won't damage you if you touch the Puppet Master's face.

Pattern

Puppet Master is an ingeniously designed boss. He has only has two attack patterns, which you think would make him a pushover, but that's far from the case.

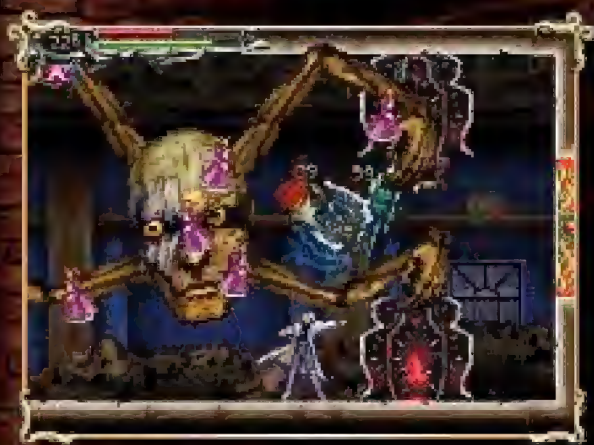


He often opens his jaw wide and spews dolls at Soma. The dolls will float and drift around the screen, and do minor damage if Soma runs into one. However, it's easy to destroy them with one hit from your weapon, or to simply stay out of their way.

The Puppet Master's second attack is far more dangerous, and it's made all the moreso by its relative subtlety. He will summon a voodoo doll into one of his four hands, then slowly reach over and put the doll into one of the Iron maidens. Soma will instantly change places with the doll and take massive damage. The only way to escape this attack is to have Soma destroy the doll before Puppet Master can put it in the iron maiden.



A particular sound effect will play when the Puppet Master summons a voodoo doll, so take that as your cue to look for the characteristic white glow around one of the Puppet Master's hands. You can also stand directly under the Puppet Master, which lets you keep an eye on what all four hands are doing.



Puppet Master will often overlap his two attack patterns, filling the screen with floating dolls before starting to summon his voodoo dolls. Dealing with the floating dolls can cost you precious moments when you're trying to get over to a voodoo doll to destroy it.

Offense

Damaging the Puppet Master is easy; just stand under his head and attack it.

The trick is damaging him while also preventing him from completing his voodoo doll attack pattern. You'll want to equip the Axe Armor Soul and a weapon that lets Soma hit things above his head, like an Axe, Great Sword, or Katana. It can also pay to use a familiar Guardian Soul or the Buer Soul in this fight to help deal with the floating dolls. Having a lot of MP gives you a major edge in this battle, so equip the Treant Enchant Soul if you have it.





When Puppet Master summons a doll in one of his lower hands, just run toward it and hit it with your weapon to destroy it. It should take two blows, regardless of your weapon's strength.

When he summons a voodoo doll in one of his upper hands, throw an Axe at it. If you time the toss correctly, the Axe will hit twice and immediately destroy the voodoo doll. If you're out of MP, then simply leap up and attack the doll; since it'll take two hits, you're better off using faster weapons like a Sword or Katana.



You want to attack the Puppet Master whenever you have the chance, but don't use your Axes on him. You'll want to save your MP for destroying the voodoo dolls. If you can avoid taking tons of damage from the Puppet Master's iron maidens, it's easy to take him out.

9

Save your game outside, then head to this room. If you've visited here before, you've probably puzzled over how to get through the narrow gap. You can do it now that you have the Puppet Master soul.



10

Drop down into this room and use the Puppet Master Soul to get the High Mind Up.



11

Find a Save Room of your choice and record your progress. It's time to move on.

Notes: The Puzzle Room

Leap on the switch when you enter this room, and the greyed-out 15-block puzzle will light up. When you tap one of the numbered blocks that's adjacent to the empty space, you'll find it slides over to fill the gap.

Each block of the puzzle represents a room, and the tan area on the block shows how the room can connect to the other rooms in the grid. The "empty" block is actually a horizontal passageway like rooms 1, 4, and 13. The default pattern takes you where you need to go to beat the Puppet Master. Solving the puzzle by putting the blocks in order creates a pathway that lets you take any exit you want through the area. Don't do that just yet, though—there's some items you want to pick up first. Tap the blocks with the stylus to move them, and tap the OK block when you're done.

First move the blocks in the following order:

12 10 5 8 10 12 2 11 15 13
3 5 8 10 12 2 11 15 13 3 5



Now, visit Room 5 to pick up the Cutall.



Return to the starting point, and reset the puzzle. Move the blocks in the following order: 3 10 5 8



Visit Room 8 to pick up the Turquoise Stud.



Now, go back to start and reset the puzzle.

Move the blocks in the following order: 12 10 4 13 3



Visit Room 9 to pick up the Justacourps Armor.



Return to the start and reset the puzzle.

Move the blocks in the following order: 3 10 4 13 15



Visit Room 12 to pick up the Great Sword.



Now that you've gotten all the other treasures, you'll want to set the blocks in order. Return to start, reset the puzzle, and then move the blocks in the following order:

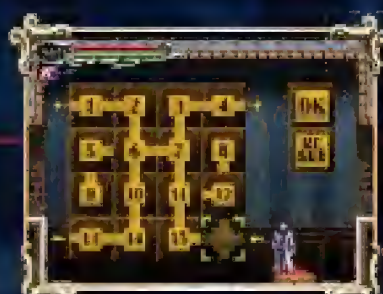
3 13 15 1 9 14 6 7 4 10 5 4 10 5 12 8 4
12 13 11 1 15 5 13 8 3 2 1



15 5 13 6 7 10 12 8 6 7
14 13 11 15 5 11 15 6 7



15 11 9 13 14 15 11 14
15 10 12 11 10 15 14 10
11 12



You'll find the Cestus in Room 1.



If you visit the rooms accessible via the puzzle's northeastern exit, you'll find the Ring Mail and a mirror.



Visit the southwest exit, and you'll find a shortcut back to the Hidden Village.



If you want to fight the Puppet Master, or explore the Demon Guest House, take the northwestern exit.

Notes: Cursed Kisses

Lilith is dangerous because her kisses will inflict Curse status on Soma, and she tends to spawn around Ghost Dancers, which can make dodging difficult. Equip the Killer Doll Enchant Soul once you have it, and just make sure you kill Liliths off quickly until you do. She'll backdash away from melee attacks, so use a powerful Bullet Soul like the Killer Clown to take her out.



Chapter 5:

Subterranean Hell

Chapter 5 - Subterranean Hell



These waters are ancient, and they smell like it. This place is like a waterlogged corpse. Still, I have to keep moving forward. I can see something moving down there...

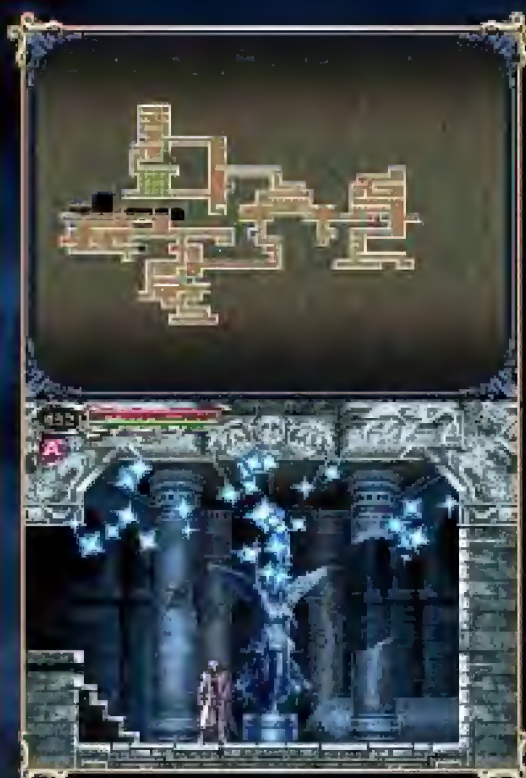
Events

1 When you're ready, use a Teleport Room to backtrack to the Dark Chapel. Head down to the catacomb area underneath the main chapel, and then go to this room. Now that you have the Puppet Master Soul, you can pass through the hole in the wall. This will lead to the entrance to the Subterranean Hell.

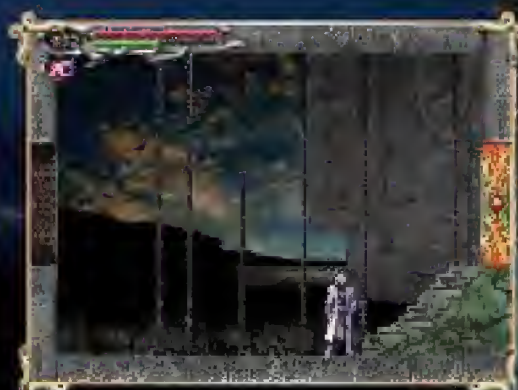


4 BOSS FIGHT:
RAHAB

2 Head to this Save Room first.



3 Use your double jump to enter this room.



HP: 1200

Difficulty: Low

Magic Seal: III

Rahab

Rewards: Rahab Soul

Not only is Rahab easy to find, he's easy to fight if you stay on your toes and watch his patterns carefully. Rahab is a giant fish who spends most of the fight swimming underneath Soma. When he surfaces, you'll have a chance to damage him, but he can also damage you.

Pattern



When he's offscreen, you can tell where Rahab is by the air bubbles that rise up through the water. In his first attack pattern, he surfaces and leaps out of the water in a shallow arc. As he flies, he drops deadly icicles down at Soma. Evading them is easy; just make sure you fit precisely between the falling icicles.

Occasionally, he'll spin upwards and emerges from the water. If he's under an ice floe when this happens, he'll destroy the ice. Obviously, this'll do damage to Soma if Rahab spins up underneath him.



For his second attack pattern, Rahab will surface and spit a wad of ice down at the water. Just swim right next to Rahab as he spits, and the ice will fly over Soma's head. When it lands on the water, it will turn into a series of platforms. You can leap up and stand on them if you like.



Offense

You can do pretty good damage to Rahab with most Bullet-Type souls, as well virtually any Guardian-Type soul that summons a familiar or creates a projectile. The Witch and Axe Armor are ideal, since they both let you hit Rahab when he's underwater, and both can connect multiple times on a single shot. You can equip one of the projectile melee weapons (like the Boomerang or Handgun) if you like here; they don't do great damage, but they're handy for letting you keep damaging Rahab while your MP gauge recharges. It'll be difficult to damage Rahab with any other weapon, but not impossible.



There's no trick to damaging Rahab; just hit him whenever he surfaces. It's easiest to hit him for big damage when he surfaces in his second and third attack patterns, but you can really go after him at any time.

It's worth noting that there's a really obvious safe spot against Rahab: the left side of the room, right underneath your entrance door. If you simply float in place there, Rahab will never touch you, and you can slowly whittle at his HP with whatever you've got that'll hit him. You could shoot him with a Handgun when he spins up through the ice, swing an Axe or Great Sword when he jumps out of the water, or bring out a familiar like the Mini-Devil to harrass him from a distance.

5

Head out and Save again after the boss fight if you like. When you're ready to move on, exit through the right doorway of Rahab's room. With Rahab's soul, you can now move normally underwater, although you're a little slower than usual.



6

Head over here to pick up a sack of 2000G.



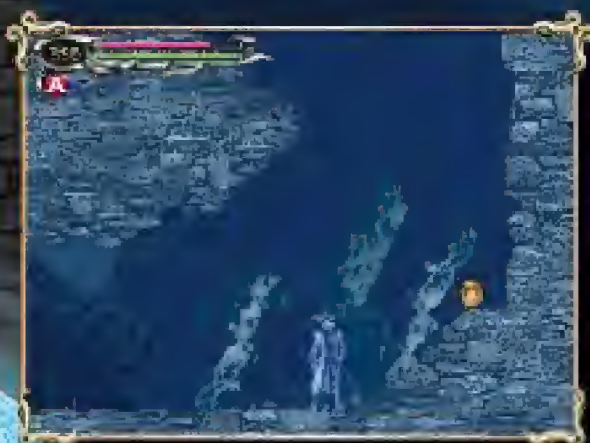
7

Then, visit this alcove to pick up the Chain Mail.



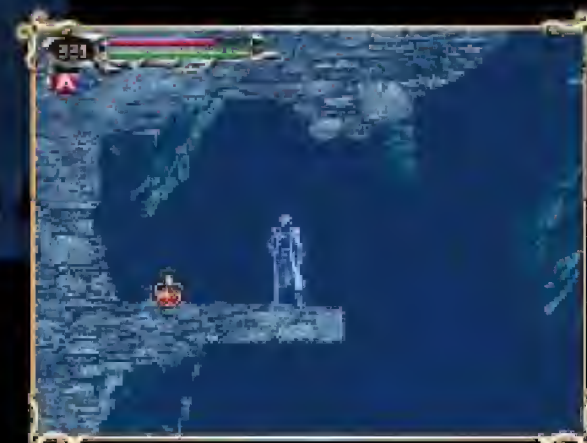
8

Pick up the Rusty Food Tin here, but don't use it unless you've got the Ghoul Soul equipped.

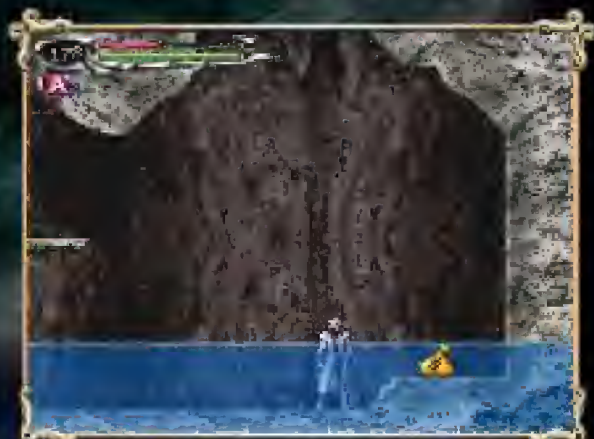


9

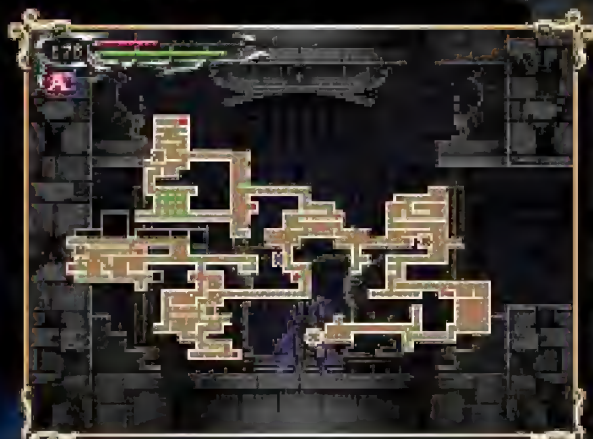
Finally, there's a High Mind Up waiting for you here.



- 10** Head left, then down in this room. Take a detour to the right to find another 2000G sack.



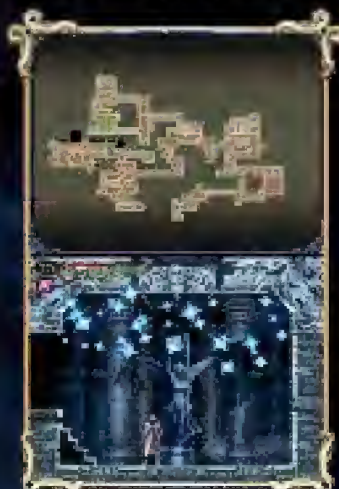
- 11** Keep going left and down until you've unlocked this Teleport Room.



- 12** Now head down and to the left to pick up this Mushroom.



- 13** Duck into this Save Room before you move on to the next room.



- 14** Pick up the Amanita here. This is another item you should only use after you have the Ghoulish Soul.



- 15** Go up a little bit more and you can pick up a Mushroom here.



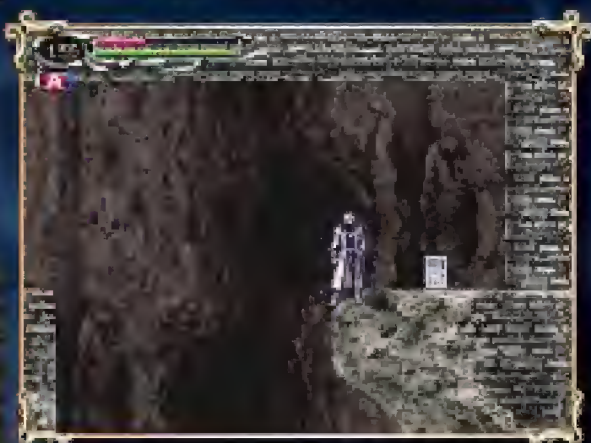
- 16** And there's one more Mushroom down here.



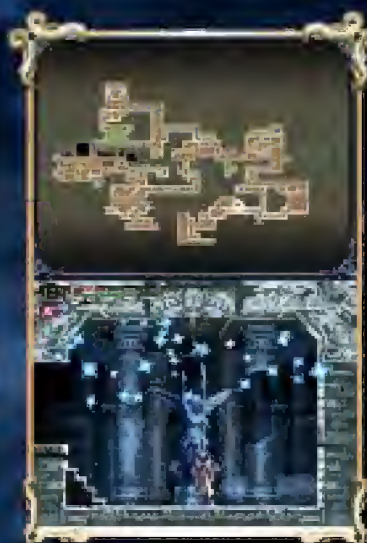
- 17** Head into this room now and you won't be able to pass on; time stops. You need a Tactical Soul that will let you stop time before you can move on...



- 18** Head back up to the Teleport Room and head to the right from there. Fight past the Bone Arks to find this UMA News.



- 19** Next, open up this Save Room.



- 20** Head up to this room and get ready to leave Subterranean Hell for now. You'll emerge in a new area of the Garden of Madness.

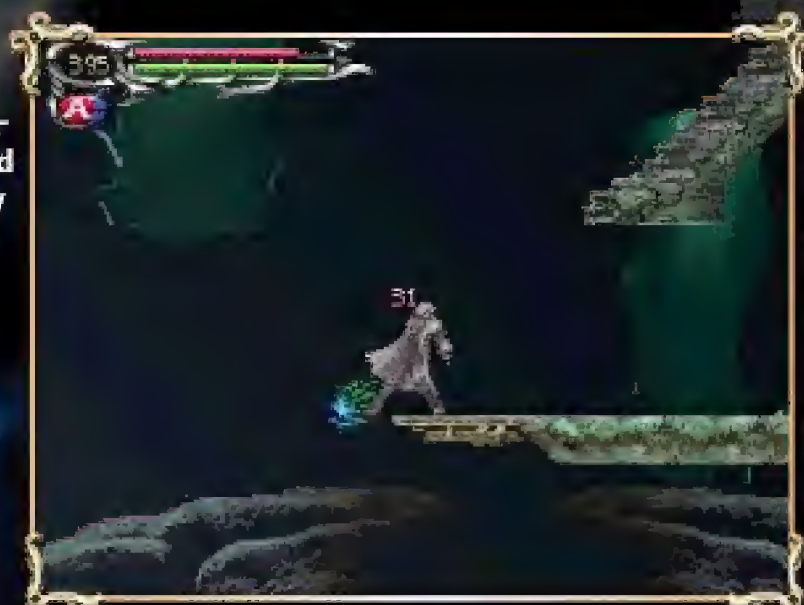


- 21** Stop off in this room to pick up the Small Sword, then go save your game somewhere. It's time to move on to the next area.



Notes: Medusa's Face

It's just not a *Castlevania* game without a long vertical passageway teeming with infinitely generating Medusa Head enemies. The blue ones simply hurt, while the gold ones will petrify you. While Soma is petrified, he takes 200% damage from enemy attacks. Do everything in your power to keep from getting hit. Toss a Mandragora to clear your path, or wield a fast weapon like a Katana to knock the Heads out of your way.



Chapter 5 - Subterranean Hell

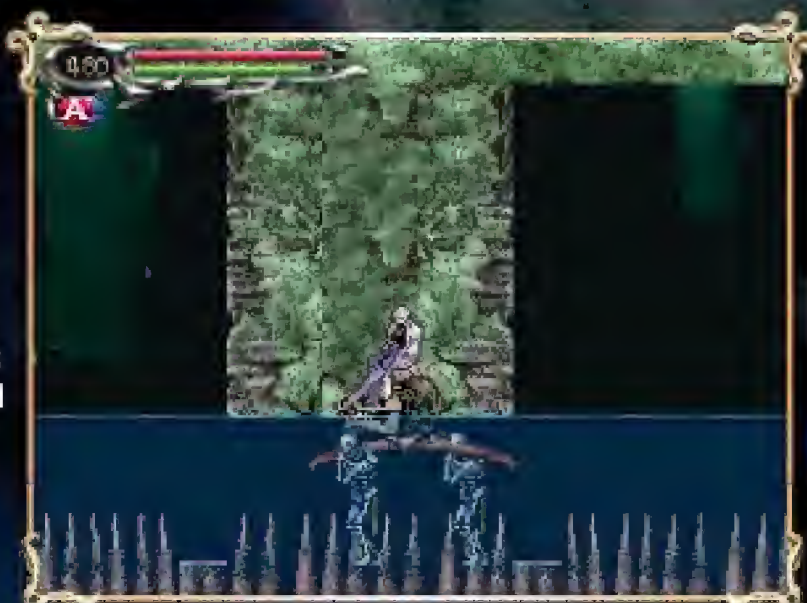
Notes: Bone Arks

Fighting these enemies can be as demanding as fighting a boss. There's two ways to approach it. You can first target one of the skeleton arc-bearers to immobilize the big skull, then take shots at it between attacks. Alternatively, you can just throw Mandragora or another grenade-type Bullet Soul at it.



Notes: Spike Room

It's only worth visiting this room once you have a Bone Ark Guardian Soul. If you do, then you can ride it across the spikes and enter a secret area stuffed full of valuable items like the Serenity Robe and Bloody Stud. You can also use a combination of Bat Company, Puppet Master, and Skeleton Ape to cross the spikes, but you won't have access to Bat Company until much later in the game.



Notes: Test of Strength

You can hit this raised lever with certain Maces and win items. Check the back of this guide for a complete list of the Maces and rewards.



Chapter 6:

Condemned Tower

Chapter 6 - Condemned Tower



The evil energy has grown thick here. I can feel it, like cold teeth gnawing at my spine. Something extraordinarily foul is locked away at the top of this Tower. I can't imagine what kind of beast it is... or what sin it committed to deserve its fate.

Events



1 Return to the Dark Chapel and enter the most north-east-ern of the rooms, which has three bells in it. There's an opening in the upper-right corner of the room, which you can enter by using the Puppet Master Soul.



2 This leads to a new area of the Dark Chapel for you to explore.

3

Pick up a UMA News here.



4

Hit this switch to lower the wall; now you can backtrack to the Dark Chapel through this passageway.



5

After you've entered the Condemned Tower area proper, stop to pick up this Mind Up.



6

Head into this room for an event with Julius.



7

It's time to start climbing the Tower. First up, head here for a Silver Stud.



8

Stop by this area for an Estoc.



9

Pick up a UMA News at the top of this tower.



10

Be sure to stop in this Save Room. You have a brutal boss fight ahead of you, and you probably won't win on your first try.



11

BOSS FIGHT:
GERGOTH



HP: 3800

Difficulty: High

Magic Seal: III

Gergoth

Rewards: Gergoth Soul

Say hi to one of the hardest bosses that *Dawn of Sorrow* has to offer. Gergoth is a horrible beast that spews death from his mouth, and pestilence from his rotting rib cage. If you survive all that, you have to cope with fighting him in a cramped one-screen area that leaves you hardly any room to move. It'll take pixel-perfect dodging and steely nerves to emerge victorious from this battle.

Pattern

Gergoth cycles randomly through five attack patterns. Evading them is difficult, since you've only got fractions of a second to identify his pattern.

Gergoth's most damaging attack is the giant laser that he fires from his mouth. You'll have a few seconds' worth of warning before he uses it, when Gergoth's facial skin rips off and he opens his mouth to power it up. You need to slide underneath Gergoth's body and crouch directly underneath the area where his legs join his body, next to his ankles. If you're too close to his legs, you'll take damage; if you don't get close enough, the laser will hit you and you will probably die. If you don't mind taking the damage and have room, you can opt to walk straight through Gergoth's legs and stand behind him while he's firing. You'll take a hit, obviously, but you can really unload on Gergoth while he's blasting the heck out of nothing in particular.



Sometimes when Gergoth opens his mouth, he'll try to suck Soma back by inhaling and then slam his mouth downward. The best way to avoid being pulled back is to crouch and slide toward Gergoth's feet at the last second. If you slide forward too soon, you'll crash into Gergoth's feet and take damage. If Gergoth's teeth slam down on you, you'll take lots of damage.

Occasionally Gergoth will tremble, curl his head downward, and launch a cloud of gas out of his rotting chest cavity. If the cloud's violet, then it will damage Soma several times and inflict Poison status. If it's grey, then it will petrify Soma, which can be even worse. If Gergoth is at one side of the room or the other, you can avoid his gas clouds by simply running toward the room's opposite side. If Gergoth launches it from the middle of the room, then you need to either use the Medusa Head Soul to freeze yourself above it or beat it back with some other Tactical

Soul attacks. You can use any grenade-type Bullet Soul, the Great Sword, or the Buer Guardian Soul to accomplish this. You'll also take damage if you're still next to Gergoth's legs when he curls his head downward. When Gergoth begins trembling, you'll want to begin sliding away from Gergoth immediately.



Every so often, Gergoth will heave his body downward and then jump across the room. If you're crouched in the safe spot just in front of Gergoth's legs, then you won't take damage when he prepares to jump, and you'll be able to easily slide under him when he leaps. Now, you can stand up and hit him a couple of times before he turns around. If you're too close to Gergoth's legs, then you'll get kicked away when Gergoth prepares to jump. If you are too far away, then you'll take damage when Gergoth drops his head to the ground. Don't both trying to slide under Gergoth unless you were crouching at the safe spot; if you try it from too far away, then he'll simply land on top of Soma and do gigantic amounts of damage.



Gergoth can also damage you when you get in close to his body. If you stand up underneath his rib cage or head, you will take damage. If you're crouching near Gergoth's legs when he moves forward, even in the safe spot, then Soma will take damage and get kicked across the screen. When Gergoth begins moving forward, try standing up just behind Gergoth's rib cage, edging forward, and then crouching. You can do this without taking damage, but the timing is tight. You can also slide-kick away and then adjust your position once Gergoth is done moving.

When Gergoth is moving backwards, you can try to stay in the safe spot by standing and adjusting your position as behind his rib cage. You can also wait until Gergoth has taken all three steps of his backwards movement pattern and then slide-kick toward him.



Once you've reduced Gergoth's HP to a critical stage, his facial skin will permanently peel off and he'll break through all the floors of the Condemned Tower. Try to make sure you land as far away from Gergoth's body as you can, as you'll be in for serious hurt if any part of his body falls on you. Once he lands on the bottom level of the Tower, the shackles around his ankles will slowly break off. Once this happens, all of Gergoth's movements will speed up, and he'll cycle through his attack patterns more quickly. Timing on all of your dodging and attack maneuvers will become even tighter, but don't give up now. If you've made it this far, then you've almost beat him.



Offense

To dodge Gergoth's attacks, you want to position yourself in the "safe spot" just in front of his ankles. Conveniently, Gergoth's ankles are also his weak point. You can damage him by hitting any part of his body, but you'll do the most damage when you hit his ankles. So, while crouching in the safe spot, make sure you are constantly attacking Gergoth's vulnerable ankles with your weapon. You need something strong that jabs right in front of Soma; Halberds, Rapiers, Swords, and Katanas all fit the bill. Absolutely do not use weapons like Great Swords or Axes; their arcing swings will hit Gergoth's underbelly and do less damage.

Unfortunately, the tight timing that's required to stay in the safe spot means that using any Bullet-Type Tactical Soul to damage Gergoth's ankles is out of the question. However, you can still use Guardian-Type Tactical Souls to do damage exponentially faster. Persephone and Buer are both excellent choices.



You can use ground-wave Bullet Souls to do immense damage to Gergoth after maneuvering behind him. The Frozen Shade in particular can do massive damage. Properly timed, it can hit Gergoth as many as six times before he even turns around.



12 Unless you want to make a quick run to the Teleport Room in the Dark Chapel, start climbing back up the Tower. You and Gergoth managed to break through all the floors in the Tower's central area, so you'll need to use a double-jump and the Flying Armor Soul to get across the gap.

13 Save your game again at the Save Room, and you're finished with the Condemned Tower.



Notes: Stage Order

If you like, you can opt to do this chapter and fight Gergoth before you fight Rahab (as covered in the last chapter). It doesn't really matter which order you do the stages in, but we think having some time to level up and gather items in the Subterranean Hell comes in handy before you have to take on Gergoth. If you do opt to do this chapter first, then it's a good idea to cover the next area in the walkthrough before going back to fight Rahab.

Notes: The Great Axe Armor

You'll first encounter the intimidating Great Axe Armor in the Condemned Tower. It looks scary, and yeah, that axe of its hurts if it connects. The good news is that there's a sweet spot directly in front of the Great Axe Armor. When it brings its axe down, the blade is the only part that'll hit, so if you're standing where the axe's handle comes down, you'll escape without damage. Now, you can use powerful blunt attacks like the Slaughterer or Hell Boar Bullet Souls to dismantle the Great Axe Armor.



Chapter 7:

Cursed Clock Tower

Chapter 7 - Cursed Clock Tower



How many lives has this Clock Tower taken? There's blood everywhere, and not all of it's old... I can't stop now, Arikado, not when I'm this close to the end. Celia's at the end of this trail of blood, and then I'll find the truth

Events



1

First, you have a little business to finish in the Condemned Tower. Cross the empty space where Gergoth's room once was by dropping down to the ledge beneath the opening. Make a long horizontal double-jump, then use the Flying Armor to carry you the rest of the way.

2

Enter this room to pick up the Tower Key.

- 3** Head one screen west to open up the Tower's Teleport Room. This is a great time to go back to the Lost Village and restock your items, since Gergoth probably depleted your Potion supply.



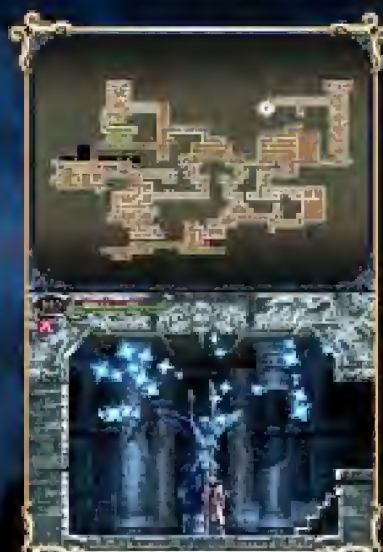
- 4** Head back to this room. Now that you have the Tower Key, the blue door will open and let you through into the next area.



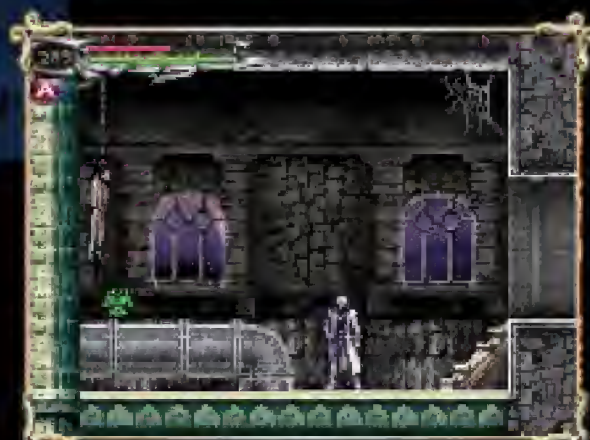
- 5** You'll have an event with Celia in this hallway.



- 6** You'll find a Save Room here. Don't hesitate to backtrack here if you get in trouble.

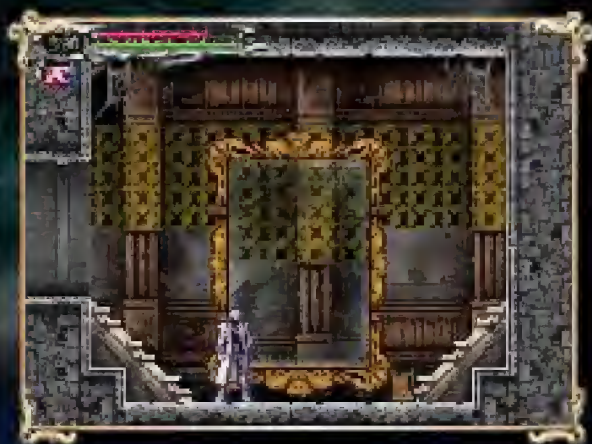


- 7** Take the lower exit from the initial shaft where you first entered the Cursed Clock Tower. Keep heading right through all the areas, until you come to the Army Jacket in this room.



8

Pick up the Scale Mail in this room, and take note of the mirror in the background.



9

Navigate the pendulum jumps to get into this room and grab Magic Seal IV.



10

Dive to the bottom of this shaft to pick up UMA News 3-3.



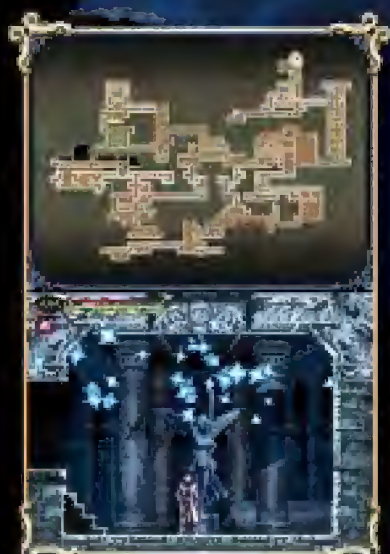
11

It may look like you're stuck here, but you're not. Ride the giant pendulum and double-jump off of it when it's swung all the way to the right. You'll land on a wooden platform that's just out of sight.



12

There's a Save Room here; be sure to stop off, as a boss fight is coming up.



13

BOSS FIGHT:
ZEPHYR



HP: 1234

Difficulty: Low

Magic Seal: IV

Zephyr

Rewards: Zephyr Soul

Zephyr is a demon with long claws and a penchant for daggers. After Gergoth and all the traps of the Cursed Clock Tower, you'll be more than capable of dealing with him. Although he's agile and he hits pretty hard, his stage is large and gives you plenty of room to maneuver. Don't be surprised if you kill him before seeing all of his attack patterns

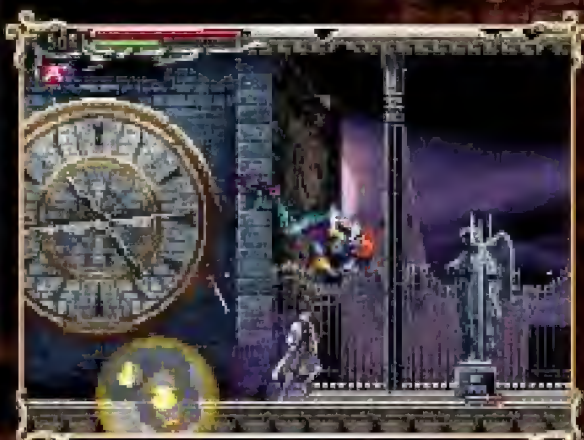
Pattern

Zephyr has four major attack patterns, and they're all easy to deal with.

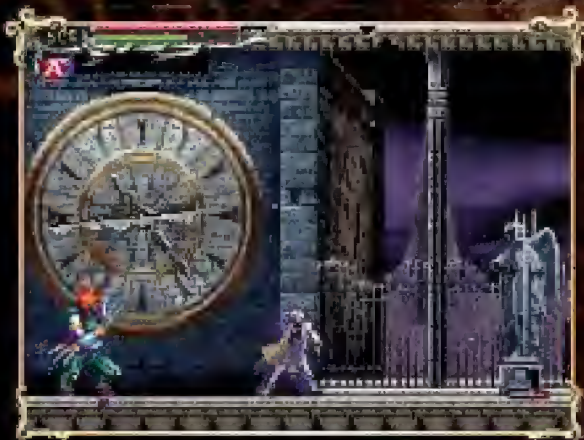
In his first, he throws a little dagger at Soma from across the room. Jump over it, slide under it, or smack it out of the air with your weapon.



For his second, he leaps up to the ceiling and then dives diagonally down across the room, slashing his claws and tossing a dagger. This is easy to evade; just back away from him or hop just over him. Don't try to just duck under the dagger, as that won't work.



For this third, he briefly freezes time while striking a cross-armed stance, then rushes forward at Soma while slashing his claws. Zephyr only tends to use this when you're standing right in front of him, and he can use it to automatically counter one of your melee attacks. It's a pretty good argument for not staying toe-to-toe with him for any great length of time.



Zephyr's final attack pattern freezes time for a longer period. While you're immobilized, Zephyr leaps over Soma and leaves five daggers hanging in the air in his wake. When Zephyr starts time again, the daggers fall. You've got a fraction of a second to position Soma between them to avoid the damage.



Offense

Since dodging Zephyr's attacks is easy, break out the heavy artillery for this fight. Don't bother with close-range weapons at all (though you can use a thrown weapon like the Boomerang if you like), equip the Treant or Lilith Soul, and then break out your highest-level Bullet and Guardian-Type souls. Zephyr won't last long at all. You can attack him pretty much constantly as long as you keep your distance.



Alternatively, Zephyr's own patterns can be used against him. When you get a full screen away from Zephyr or more, he'll catch up to you by dashing across the room, culminating in a big claw sweep. Just keep running away from Zephyr, and he'll keep sliding towards you with his claws extended. You can simply jump over him, hit him in the back, and run away again. Do this repeatedly, and depending on what he opened with, you could beat Zephyr without taking a hit.

14

Head back to the Save Room, then leave Zephyr's room via its left exit. This opens up the Cursed Clock Tower's Teleport Room. Time to move on.



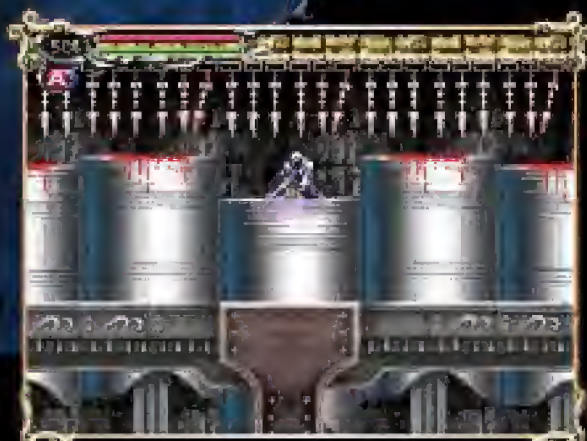
Notes: Slot Machine Door

The last three digits of your gold count need to be '573' to open this door. This is another one you want to open as soon as you have the chance, because inside is the incredibly useful Shaman Ring.



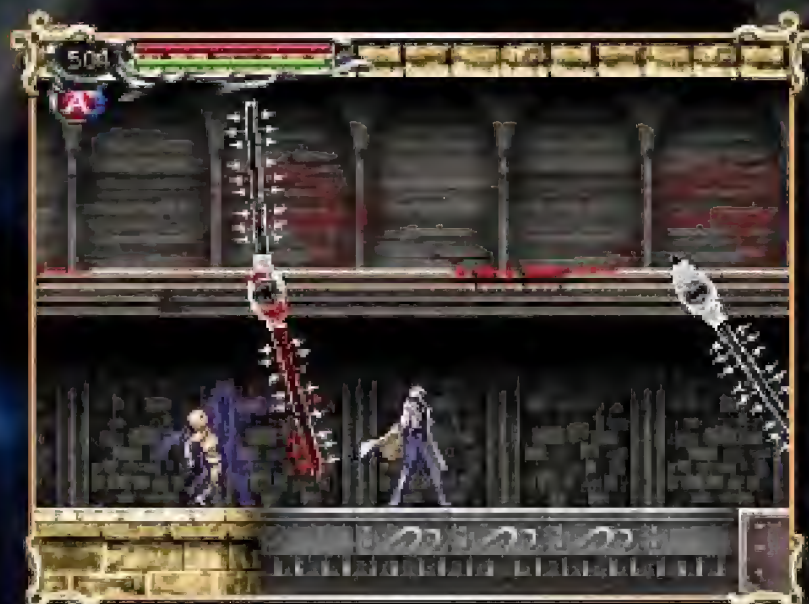
Notes: Piston Trap

The bloody pistons will smash Soma against the spikes on the ceiling; the clean ones will let Soma duck to avoid the spokes. Use slides or your backdash to quickly get across the bloody pistons, then crouch on the clean ones.



Notes: Sawblade Traps

When the blades are swinging away from you, you can simply walk or slide-kick past them. When they're swinging toward you, break out the Puppet Master Soul. You can throw the puppet through the approaching blade, and then emerge unharmed on the other side.



Notes: Spikes and Medusa Heads

Any *Castlevania* vet knows that if you try to fight all the Medusa Heads, you'll end up dead. Instead, you want to hurry through them as quick as you can. Take special care to evade the golden Medusa Heads. They will turn you to stone, and if that happens in the wrong place, you can get dropped on a bed of spikes and lose a big chunk of your HP. If you're having a hard time dodging through the Medusa Heads to get to your destination, try using a familiar like the Mini-Devil or the Mandragora to clear the room a bit.



Notes: Damn Good Imps

The Imps are annoying by themselves and excruciating when they appear alongside Medusa Heads. If they appear in any room where you have to navigate a jumping puzzle, be sure to clear them all out with a Mandragora or Axe Armor Soul before you proceed very far. Imps will either dive at Soma when he's jumping to knock him back, or use a spiritual attack that paralyzes him in a never-ending attack animation. Hammer your attack button to break free.



Notes: Where To...?

If you visited the Subterranean Hell before fighting Gergoth, then it's time to backtrack to the time-freeze room. If you didn't, then consult the chapter 6 walkthrough up until the point where you reach the time-freeze room. Then jump ahead to the next chapter.



Chapter 8:

Silenced Ruins

Chapter 8 - Silenced Ruins



I should've known. It was waiting here, all along..
I'm going to make sure it stays buried here, too.

Events

- 1** Backtrack through the Subterranean Hell to the time-freeze room. Use the Zephyr Soul. Time will restart normally... or will it? This whole area seems oddly familiar...



- 2** Head to the this room at the top of a long passage to pick up a Mana Prism. Note the mirror in the background.



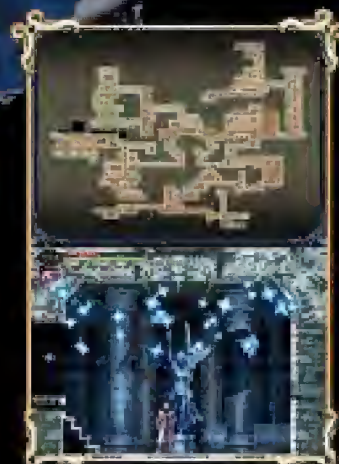
- 3** Open up the Silenced Ruins' Teleport Room.



- 4** Head up to this room to see a story event with Julius and Dario.



- 5** Visit this Save Room.



- 6** BOSS FIGHT: BAT COMPANY

HP: 1500

Difficulty: Low

Magic Seal: IV

Bat Company

Rewards: Bat Company Soul

The Bat Company is a swarm of bats who act as one. The bats can form different shapes that determine their attack pattern when they're attacking Soma. By now you've grown so powerful that you may kill Bat Company before you see all of its attack patterns.

Pattern

Bat Company's favorite pattern is the form of a giant bat. The bat likes to drop down on Soma and try to crush him. Just keep Soma's back to the center of the room, and be ready to backdash away. You can also use Tactical Souls like the Valkyrie to just rush through the giant bat.



Its second-favorite pattern is to turn into one of the giant moai heads from *Gradius*! The moai head will spit little energy bubbles at Soma. You can slide under most of them, or knock them away with Soma's melee weapon.



For its third pattern, the bats turn into giant hand and try to pinch Soma. This attack does heavy damage, so dodge it the same way you would the giant bat. You can also leap over it, since touching the very edges of the bat swarm won't damage you.

Offense

After you've dodged one of Bat Company's attack patterns, it's time to retaliate. Use the same heavy loadout of high-powered Tactical Souls you used against Zephyr, but stay away from Mandragora - its attack animation leaves Soma immobilized for too long. The Witch and Axe Armor are better choices. Bat Company has a severe vulnerability to fire that you might want to exploit by using a weapon like the Levaetain, or fiery Tactical Souls like the Buer, Bomber Armor, White Dragon, and Flame Demon.



7

Save your game, then Teleport out.

Notes: Obstinate Guards



Stumped for how to damage Dead Crusaders? The easy way out is, for once, the right one. Just use a shot of the Zephyr Soul and you can mow them down easily. There are other ways to kill these guys, like parboiling them with the Flame Demon while they're at the very edge of the screen, but those methods are much less efficient.



Chapter 9:

The Pinnacle

Chapter 9 - The Pinnacle



Events



1 Teleport into the Cursed Clock Tower (after a stop at the Lost Village, if you want to synth weapons and stock up on items). Drop down through the opening in the room outside the Teleport Room and hit this switch; it will let you backtrack into the rest of the Clock Tower, if you like.



2 Keep heading left and down. When you get to this area, use Bat Company to navigate the spiked corridor.

3

If you think this is a story event with Yoko, you're wrong. It's a devious Succubus in disguise. Defeat her and then move on.



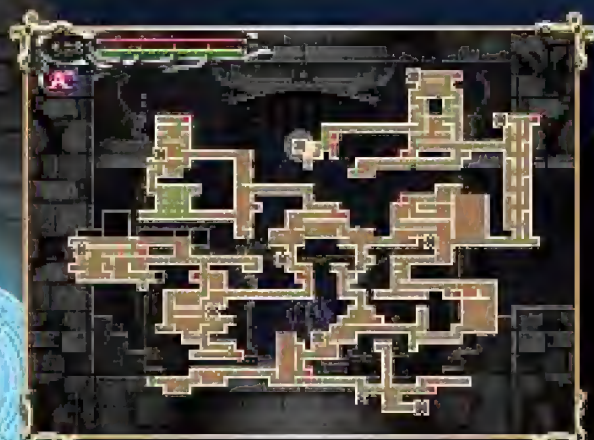
5

Attack the ground here to open up an easy-to-reach secret room. Drop into it to pick up the Truffle.



6

Next, head here to open up the Pinnacle's Teleport Room. Backtracking here can also be a lifesaver.



4

Head to this Save Room. Until you've levelled up a bit, you'll find yourself constantly backtracking to this area. Its healing mojo can be a lifesaver.



7

This long room full of Yoko impersonators leads to an extra-difficult area of the Demon Guest House. It's worth going through if you decide you need to level up. If you just want to rush to the boss, you can skip it.



8 Use Bat Company to fly to the top of this wall, then change back to Soma in mid-air and attack the wall as you fall. You'll open up another secret room you can enter. This one contains the valuable Durandal sword.



9 Next, go to this room to pick up a Mana Prism.



10 Go up and into this room to pick up the Lance.

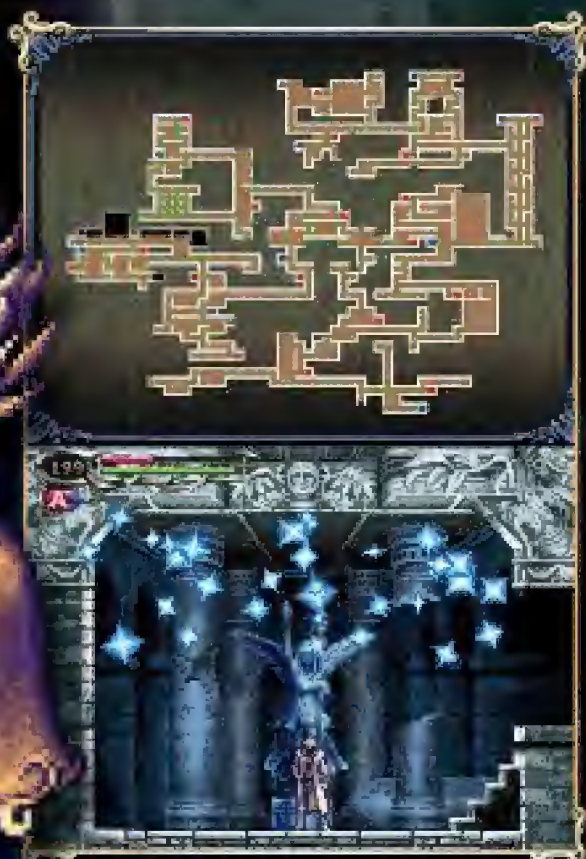
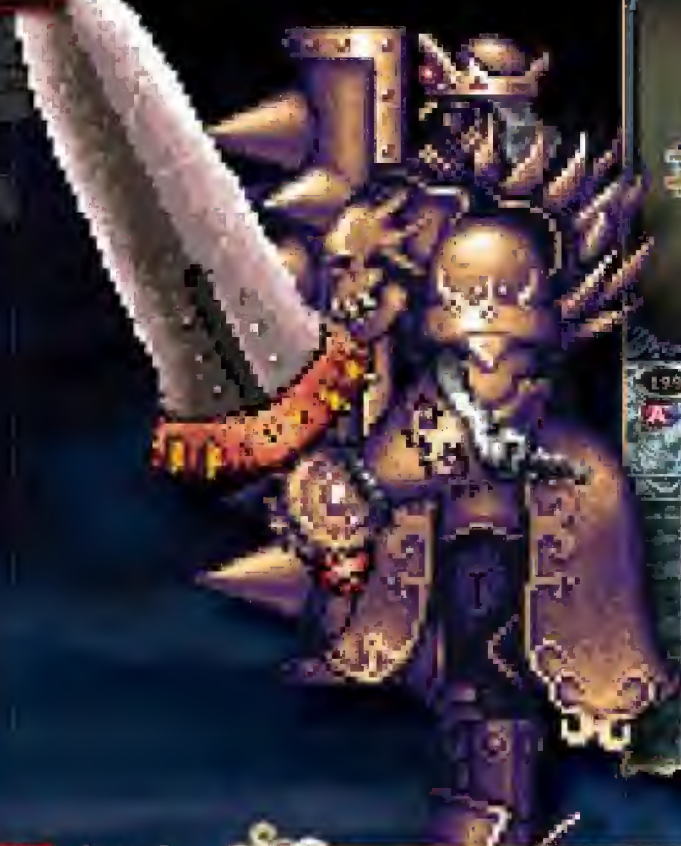


11 If you feel up to it, challenge this Final Guard so you can grab the chests full of money beyond. Since the Final Guard can't cross the opening in the middle of the room, hug the wall and snipe it to death with a projectile Bullet Soul, like the Witch. It'll take a very, very long time.



12

Open up this second Save room.



13

Attack the ceiling just in front of the Magic Seal door to open up another convenient secret room. Fly up into this one with Bat Company and you'll find two valuable items: Satan's Ring and Fragarach.



14

It's time for what could be your last Boss Fight: a final showdown with Dario Bossi.

HP: 1500

Difficulty: Medium

Magic Seal: IV

Dario Bossi

Rewards: Nothing

Dario's soul has been fused with the essence of a horrible fire demon, who you can see leering at you in the background mirror as you fight. Despite that, he's really not all that different. He hits a bit harder now and has a couple new moves, but that's really about it. You'll have no problems with him once you learn his new moves, and how to avoid them.

Pattern

Dario has four major attack patterns, all of which are easy to dodge if you pay attention. He fights a lot like he did in the Garden of Madness, but he's apparently been leveling up.



Dario's only truly new attack involves launching a pair of flaming serpents at Soma. The serpents twine across the screen, leaving large, regularly spaced gaps between them. Stand in one of the gaps to evade Dario's attack.



As part of his second pattern, Dario launches a powered-up version of his old fireball. This time it splits into three projectiles, one of which travels horizontally, and two of which go diagonally. Just jump over the first one and then counter-attack with a Bullet Soul. The fireballs come out fast, though, and they can catch you during an attack animation if you're not careful.



His third method of attack is his old move where he summoned pillars of flame. This time the third pillar will always appear between the first two, but if Soma is hit by one, he'll be frozen in place and will take damage twice.

Dario's fourth pattern is his old ground-wave burst of fire. It does a lot more damage now, shoots up higher, and travels farther... but you can still just jump over it.



As in the last fight, Dario likes to teleport around the room. Also like last time, you'll want to try and keep Dario on the other side of the screen from you. This makes dodging his attacks much easier. There's a good chance you'll be able to kill him before he ever teleports, though.

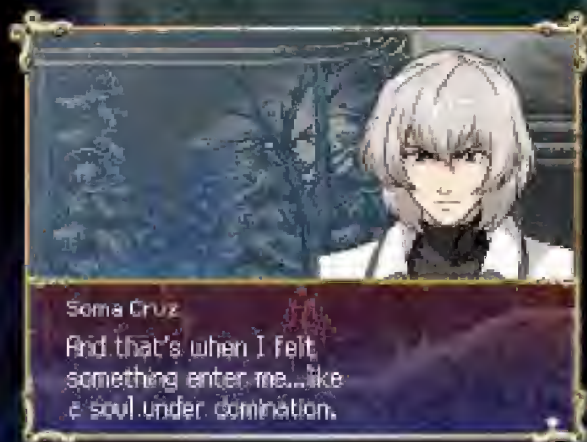
Offense

You can actually use the exact same offensive tactics that you beat Dario with before. Equip a strong Bullet-Type soul like the Witch or a strong ground-based attack like the Une, and hit Dario once between his attack patterns. If you've picked up the Frozen Shade Soul, you can use it to do some enormous damage to Dario, too. As in the last fight, you can hit him with melee attacks if you're toting a strong Katana (or if you've synthesized the Ice Brand Sword), but it's not an efficient way to do damage. Dodge and hit, and he'll go down in no time.



15

The next story event you watch should make it obvious that your game isn't nearly over yet; if nothing else, we've yet to deal with Celia. Let the Staff Credits roll, then restart your game. You'll start from whichever Save Room you last used before your "final battle" with Dario.



Notes: Spotlight Room

It's not worth heading into this corridor just yet; chances are that the Final Guards here are way too powerful for you. Make a note of it for future reference, though, as the spotlight between the Guards is concealing a secret...



Notes: Take it Slow

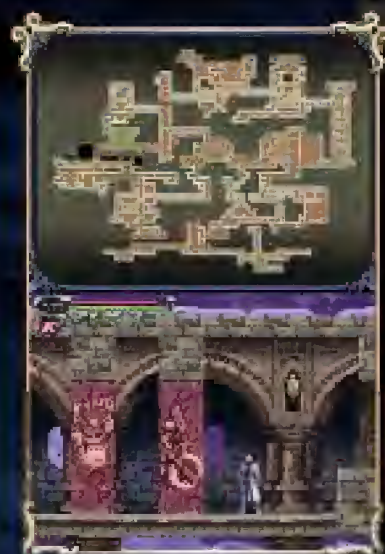
Move slowly through this area if you have to. There's no shame in simply standing in a safe spot to regenerate MP if it comes to that, or using Bat Company to escape from enemies instead of fighting them. If you have to do this, though, you probably need to level up both Soma and the Tactical Souls he's using.

The New Dark Lord

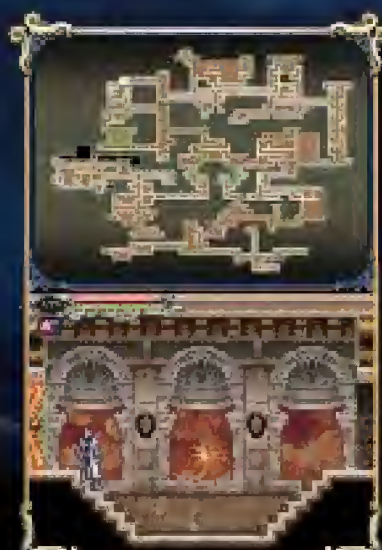
Wait, I can't just kill Dario. There has to be some better way.
That monster in the mirror... is there some way I could kill it instead?

Events

1 Remember the room of Yoko impersonators that we mentioned last chapter? You'll want to go through there now, and into the hidden area of the Demon Guest House. You'll find interesting things in all of the rooms, but the particular room you need to get through is this one: the one with three dark red-brown walls in it. As you can see by their markings, one can be destroyed with a shot from the Axe Armor Soul; another, with one of the Killer Clown Soul's throwing cards; and the third (which you can't see) will crumble after you hit it with the Ukoback Bullet Soul. Go get all three Souls if you don't have them, then return and break down the walls.



2 Proceed onward. You'll find a Magic Seal door waiting for you....



3 HIDDEN BOSS:
LITTLE PARANOIA

HP: 1700

Difficulty: Medium

Magic Seal: None

Little Paranoia

Rewards: None

This Paranoia is small and weak, but can still do a number on an unprepared player. He's a demon clown who hides in mirrors, and uses the power of light against you.

Pattern

Paranoia only has two attack patterns. One is harmless, but the other can carve you to pieces.

Paranoia's harmless attack pattern is when he leaps out of the mirror to attack you. His weak little strikes do piddling damage. You can evade him easily by backdashing or just leaping over his head. When he's out and attacking, go on the offensive.



His second, horrible attack pattern is initiated when he leaps back into his mirror. The four mirrors on the edges of the room will tilt into a particular pattern, and Paranoia will stick his finger out of one and shoot a laser. The laser will bounce off of all four mirrors, with the angle of tilt indicating how the laser will move from mirror to mirror. Predicting how a laser will move is largely a matter of trial and error; since the mirrors are all 2D, it's hard to tell exactly what their tilt-angle is supposed to be, and which direction Paranoia shoots his laser from can also drastically change the laser's bounce pattern. You can sometimes evade the laser easily by slide-kicking underneath one of the ground-based mirrors.





The best way to evade during this attack pattern is to use the Bat Company Guardian Soul. Bat-Soma is a smaller target and will have an easier time sliding away from the lasers. The only downside to evading the beams this way is that it means you can't just unload your Tactical Souls on Paranoia to damage him. Instead you'll need to play it conservatively, and rely on your weapon when Soma's MP is at around 50%.

Offense

Just about any strong weapon with decent reach is useful for damaging Paranoia, like Swords, Katanas, Polearms, or Rapiers. You want to stay away from slow weapons like the Battle Axe and Mace, as they leave Soma vulnerable after you swing.

Appropriately enough, the Ukoback and Killer Clown Tactical Souls both do a great job of damaging Paranoia. Ukoback is most damage-efficient, while Killer Clown lets you attack Paranoia from a very safe distance. You can also efficiently use just about any of the other major Bullet Souls, like the Witch or Mandragora.



4

After you beat the tiny Paranoia, the Magic Seal door into the next room will open. Head into it, and you'll find yourself facing...



5

**BOSS FIGHT:
BIG PARANOIA**



HP: 1700

Difficulty: High

Magic Seal: IV

Big Paranoia

Rewards: Paranoia Soul

Paranoia's not quite the beast that Gergoth was, but he's an unpleasant surprise after so many comparatively easy boss fights in a row. This time Paranoia is a much larger demon clown, but he still has his four mirrors with him, and he still has it in for you.

Pattern

Like last time, Paranoia has two major attack patterns.

Now when Paranoia leaps out of the mirror, he'll float around the room. He's much larger, which makes him an easy target, but he never touches down for long. You have to work a lot harder to damage him. Periodically, he'll float directly over Soma's head, so that you can only damage him with the Axe Armor Soul. After a few moments he'll drop down on Soma's head and do damage. Evade by backdashing or slide-kicking, then let Paranoia have it.



His second attack pattern, when he leaps into the mirror, is like last time... but worse. Now when Paranoia fires his laser, it's much thicker and will damage Soma at least twice if he's caught in its path. Paranoia will fire two laser volleys in a row, each with a different mirror alignment, before he leaps back out of the mirror. Using Bat Company to evade is vital, as Paranoia's laser volleys can whittle through your health bar in no time at all. Don't ever let Soma's MP drop below 50% when you're attacking Paranoia with Bullet Souls.



Offense

The only Tactical Soul you can really do much with against Paranoia at this point is the Axe Armor Soul. You can use a few others if you really want to, but you'll probably find they're less damage-efficient. Overall, though, you want to save your MP for defense in this round.



Against this Paranoia, you'll find yourself relying on your weapon more. A high-caliber Polearm is ideal, but you can also do a number on him with a Rapier or a Katana. If it's fast and has some reach to it, use it.



6 Head into the next room to the left after you beat Paranoia for good. You'll find Olrox's Suit, one of the very best suits of armor in the game, and the best armor that isn't an unlockable item or a monster drop.



7 You can also test out your new Paranoia Soul ability. Use it in front of the room where you fought the little Paranoia, and you'll enter a hidden room where you can find a Mana Prism.



8 Go back to the Pinnacle. Save at the Save Room, then use the Teleport Room to resupply at the Lost Village if you need to. After this, you're ready to head into your second final battle.

9 When the final battle with Dario starts, don't even bother fighting him. Dodge until he teleports away from the mirror, then use Paranoia to enter it. Now, you'll have a boss fight with the demon that Celia bonded to Dario.

10 BOSS FIGHT:
AGUN!



HP: 4000

Difficulty: High

Magic Seal: IV

Aguni

Rewards: Aguni Soul

A demon of fire with god-like power, Aguni is probably the nastiest thing you've faced since Gergoth. The trick to beating him is simple reflexes and mastering his attack patterns. Learn how to move and when to counter, and you'll do fine.

Pattern

Aguni cycles through four major attack patterns. All of his attacks do pretty hefty damage, so you can't afford to be sloppy or make mistakes. To win, all of your moves have to be perfect.

For his first attack, Aguni will roar, then fly up out of the room. He'll dive back down, homing in on wherever Soma is standing. The impact will send waves of fire rippling across the room. They look like Dario's, but are larger and more powerful. You need to leap over them to evade, but be careful. If you jump while Aguni is too close to you, you will take damage. To be safe, try to pull away from Aguni a little as you jump. So, try not to let Aguni pin you against one of the room's outside walls when he does this move. Right after successfully evading the fire wave is a good time to leap up and attack Agni.



Aguni's second attack pattern is like Christmas for you. He'll hover in place and begin spitting globs of fire at the floor. The globs will erupt into slow-moving fire waves that are easy to jump over. You can get a free hit on Aguni after you leap over each wave of flame.

He usually fires them off in bursts of three, but sometimes he'll chain bursts together.



His third attack pattern is harder to evade than you might think. Aguni simply swoops back and forth over Soma's head. If you don't duck at just the right time, he'll clip Soma's head and do fairly hefty damage. You might be tempted to attack him with a Bullet Soul while he's in this pattern, but you'll end up getting hit if you do. You're better off ducking, then leaping up and taking a shot with a quick weapon. You can cut it pretty close without getting hit by Aguni, but don't get overconfident.



You may come to hate his fourth pattern, because it's probably the hardest to learn how to evade properly. In this one Aguni begins smashing his hand down on Soma. His hand moves quickly, and Aguni will usually try to smash Soma three times before he shifts to another pattern. You don't have any time to counter-attack. All you need to do to evade the attack is move away from him, but Aguni likes to catch Soma in corners with this attack.



In that situation, you need to begin moving in the other direction with split-second timing. Properly timed, you'll pass under Aguni without taking any damage. Move too slowly and you get smashed; move too quickly, and Soma will nick his head on Aguni's flaming hipbones and take as much damage as if he'd gotten smashed.

Offense

Before you step into the ring with Aguni, you need a strong, fast weapon like a Katana and a strong Bullet-Type Tactical Soul that fires a horizontal projectile. The absolute best is a level nine Merman Soul, which consumes little MP but can do over a hundred points of damage every time it connects. It is a relatively short-range Bullet Soul, so you have to make sure you're fairly close to Aguni when you're using it.



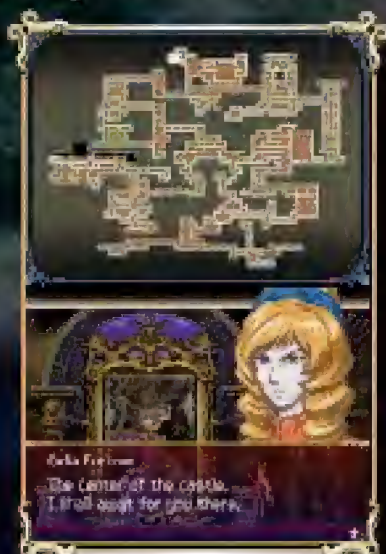
The Witch Soul doesn't do as much damage per strike, but it's quite good if you don't have or don't want to use the Merman. The Witch can hit Aguni from very far away, and it sometimes hits twice.



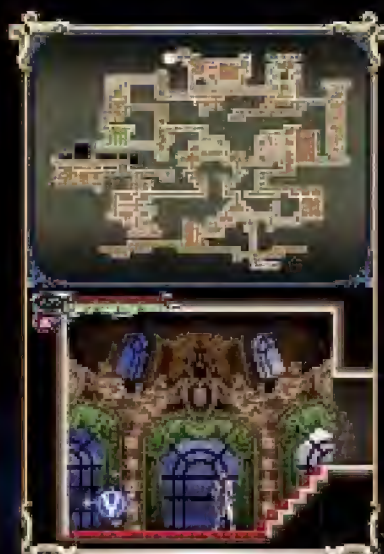
No matter what you're using, attack Aguni by jumping up and hitting his hand while you're in the air. You can easily do this using almost any weapon, but you'll find Aguni goes down faster if you focus on using Tactical Souls to do damage.



- 10** After it's over, use Paranoia to go back through the mirror. A story event with Celia occurs.

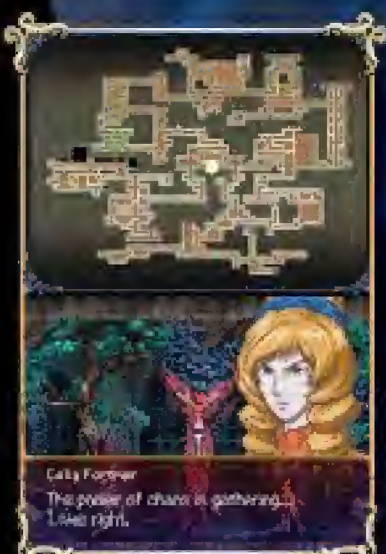


- 11** Head into the next room to the left to pick up Magic Seal V.

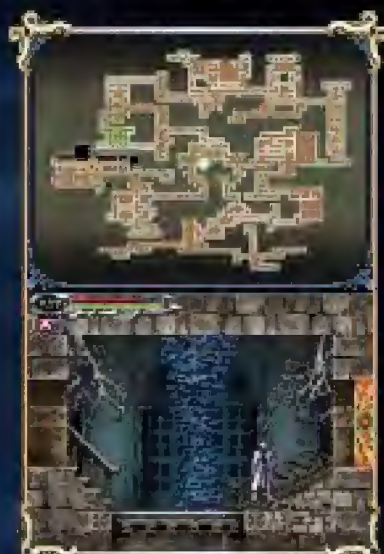


- 12** Now go save your game.

- 14** One hell of a story event ensues. When it's over, Julius Mode will be unlocked... but wait a second. That can't be the real ending of the game... can it?



- 13** The room where Celia's waiting for you is the Magic Seal room in the Garden of Madness that you haven't been able to open yet. Take the Teleport Room to head there immediately. *Don't* equip Mina's Talisman before you enter the room.



There are still two Walkthrough chapters left, so I'm sure you've figured out the answer. As with the last ending, let the staff credits roll, then continue your game from the main menu. You'll appear at the last Save Room you visited before the game ended.

Chapter 11:

Mine of Judgement

Chapter 11 - Mine of Judgement



Julius and Arikado have opened the way. Now all I have to do is keep going, and eventually, I'll find out the truth. These caverns are so quiet, though. Something down here is waiting for me... something familiar...

Events



1 Okay, let's try this again. Equip Mina's Talisman, then go back to the Magic Seal room in the Garden of Madness. Things will turn out very differently this time.



2 Remember the room at the bottom of the Condemned Tower, where you had the story event with Julius? Go back there. A new story event is waiting for you, as is the entrance to a new area.

3

Head for this Save Room first thing.



4

Next, open up the Mine of Judgement's Teleport Room.



5

Finally, stop off in this Save Room and practice Magic Seal 5 until you have the hang of drawing it quickly. A brutal boss fight awaits you...



6

BOSS FIGHT:
DEATH



HP: 4444

Difficulty: High

Magic Seal: V

Death

Rewards: Death Soul

Hardcore *Castlevania* junkies are going to love this. Death is a superb test of reflexes and pattern-boss cleverness. So superb, in fact, that you may want to curl up and cry after the first half-dozen or so times he kills you. Don't worry; Death can be defeated, but he requires some very specific strategies. It also helps to make sure that you show up with the best equipment you can find and a good complement of High Potions and High Mind-Ups.

Pattern

Death has two forms with two completely different attack patterns. He transforms once his HP has been reduced to about 50%. You have to master both forms, and it will take lots of practice (and dying!) to get there.

Death's first form has three major attack patterns. The first, and one of the trickiest to evade, is when Death summons his scythe and rushes at you. The easiest way to evade is to immediately turn tail, run, and double jump when Death swipes at you. When you land from this, it's a good time to go for a quick counterattack. If Death manages to push you up against the wall with his first rush, he may rush at you again. If so, it's extremely difficult to dodge that. If your timing is perfect, you can actually slide-kick beneath Death's scythe when he swipes at you, then slide-kick again to get free of him. You don't want to be put in a position where you have to try this frequently, though.



Note that you can outrun Death's first slash, and duck underneath the second.

For Death's other attack patterns, he'll hover in the air just above Soma's head. He moves slowly and offers lots of opportunities for you to beat on him, but make sure you keep moving. If you stand in one place and try to spam him with Tactical Souls, you'll end up getting punished one way or another. You also want to try and keep Death positioned at the center of the room, as this offers optimal room for you to dodge his attacks.

Death will sparkle with magic before he launches his second attack. A series of phantasmal Deaths will appear in the background, and a pillar of magic will explode upward in front of each of them. Dodging is as simple as stepping between the phantom Deaths. This attack animation is long and gives you ample time to punish Death.



Death's final attack is probably the easiest to dodge. He'll throw his scythe at Soma, which'll fly a short distance before exploding into a circular barrage of sickles, each of which will do heavy damage if it connects. Luckily, each of the sickles flies slowly and can be batted out of the air with any weapon.

When Death transforms, his moves become entirely different and much more dangerous. He still has three attack patterns, but they're different than his initial three. You still want to focus on keeping him around the center of the room if you can. His basic attack pattern is to disappear, reappear just behind or in front of Soma, and jerk his scythe back to do big damage. To evade, you need to stop moving the minute Death disappears. Then when he reappears, double-jump over the scythe before Death jerks it back. Just focus on dodging; timing is somewhat tight here, and it's not a good time for counter-attacking.



He'll announce his next pattern by shouting "Jump!" However, Death does not have your best interests in mind, and you definitely do not want to jump at that moment. After the sound clip, Death will hurl his giant scythe through the air after Soma, while smaller scythes appear and fly slowly at him. These small scythes do very little damage, while the large scythe does brutal damage. Focus on evading the large scythe by rushing to the edge of the room. If you stay on the same side where Death initially throws the scythe, and Death is around the center of the room, then the scythe will wheel away from the far wall, leaving Soma unscathed. You can dodge or destroy the smaller scythes at your leisure.

If you pass under Death to avoid the large scythe, then it will wheel back around off-screen and come back at Soma, spinning along the ground. It's harder to evade when it's coming at you like this - leaping over it or using a Medusa Head Soul to freeze yourself in the air above it are your only real options. Doing either opens you up to being hit en masse by the tiny scythes. It's generally best to stay on the side where Death initially throws the scythe.



You know Death's third and most damaging attack pattern is coming when you see blue projectiles fly out of Death's arms toward either side of the screen. Immediately leap up into the air and use the Medusa Head or Bat Company Soul to hang in place. Moments later, giant skulls will appear from either side of the screen, biting at the area where Soma was moments before. Your positioning has to be exact; a little too far to the right or left and you'll be hit for full damage. Even a couple of attacks from the skulls is probably enough to kill you. Since being able to use Guardian Souls is so vital when facing Death's second form, make sure you don't reduce Soma's MP below 50% or so when attacking Death with Tactical Souls. Death sometimes uses this pattern twice or more in a row.



While Death's second form has devastating attacks, he cycles through them relatively slowly. You'll have a chance to leap up and hit him with Tactical Souls or weapon strikes once or twice between his patterns. Against Death's second form, you need to be patient and fall into a hit-and-run pattern. If you're careful, you'll easily be able to outlast him.



Offense

You want to equip the strongest weapons, accessories, and armor you have available. A strong Katana is absolutely ideal for this particular battle, and you can also do well with a strong Polearm. For Tactical Souls, damage efficiency is the key factor when fighting Death. You want to be able to do lots of damage without having to chew through Soma's MP too quickly.

When Death's first form is close to the ground, you can do enormous damage for relatively little cost using a ground-wave Soul like Aguni or Frozen Shade. Otherwise, you want to use strong Bullet-Type Souls that let you strike Death from a fair distance away. You can get good use out of just about any such Soul that you've managed to get up to level nine, but you'll probably find the Witch, Axe Armor, Killer Clown, and Mandragora particularly useful.



If you have the Medusa Head Soul and the MP to use it, you can really unload on Death while he's firing off his giant skulls. Just hover next to him and keep swinging your melee weapon. Since the fireballs themselves don't do any damage, you can pretty much hang up there all day.

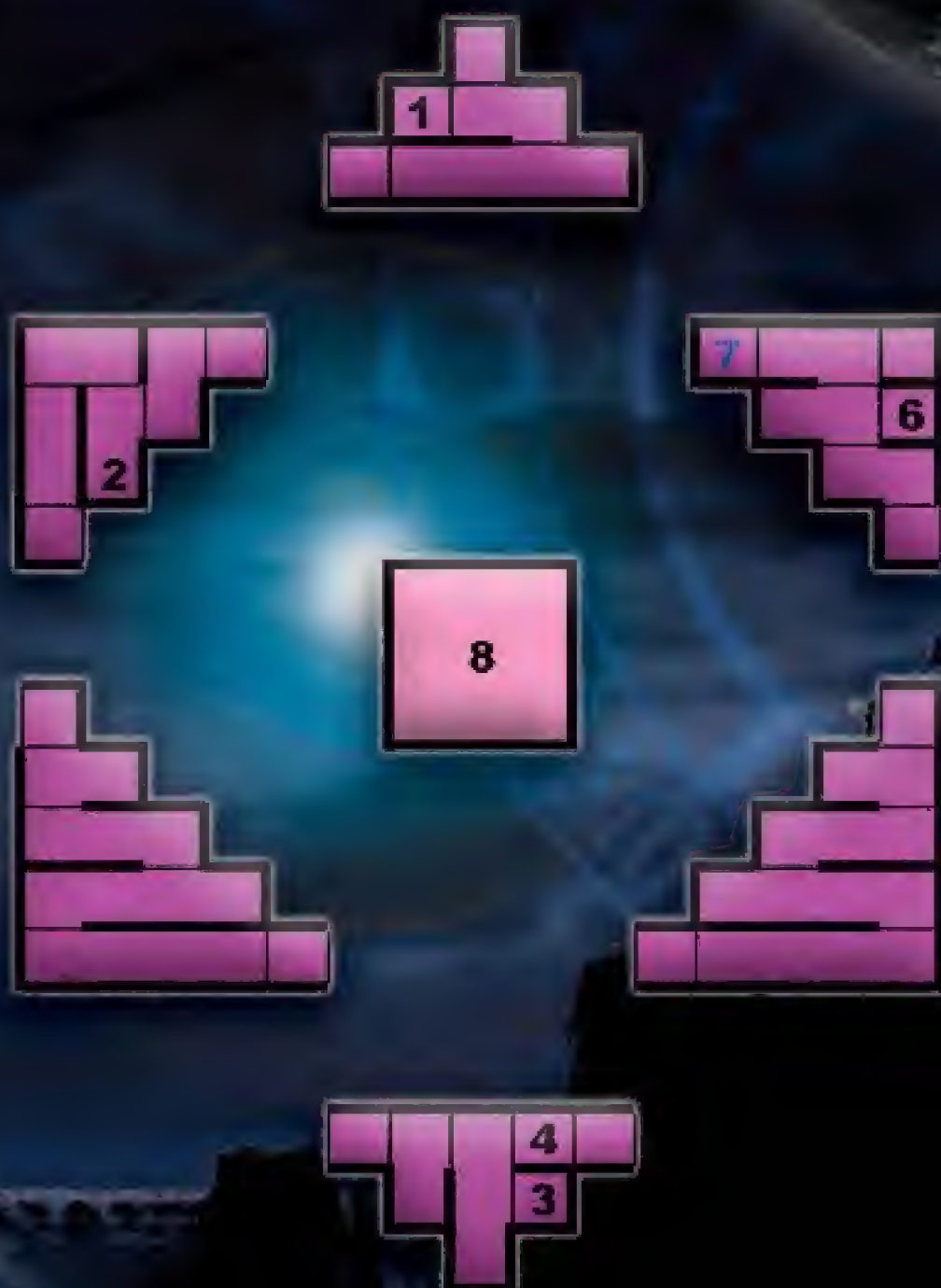
7

Go back to the last Save Room and save your game. When you're ready, head into the room that adjoins Death and hit the up button to visit the final map of the game.



Chapter 11 - Time of Judgement

Abyss



I knew I'd find something truly evil behind that seal Julius broke. I wasn't expecting this.

I've mastered Death, and yet this place frightens me. It's not just infested with demons; it's where they come from. Even with all I've learned and everything I've gained, my power is nothing next to that of some of the beasts here.

I want to turn back, but I can't. I've come too far and I'm too close to the truth. Somewhere out there, I know the end is waiting for me. I'll keep fighting until I find it.

Events



1

Enter this Save Room immediately.

3

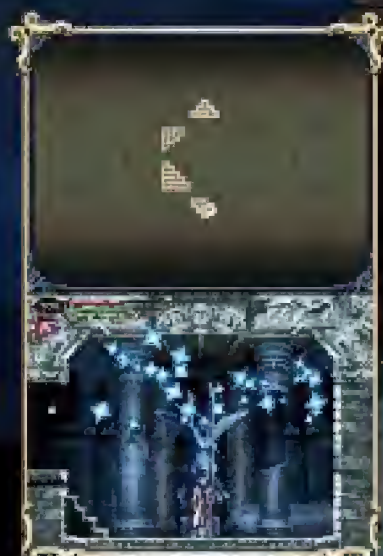
Keep progressing, slowly and carefully, until you get to this Save Room. You may need to simply escape from some enemies rather than beating them outright. If you're not surviving long enough to escape, you need to go leave the Abyss for awhile and level up. A boss fight is waiting for you in the next room, and if you can't take the Abyss monsters you're really not ready to fight him.

4

BOSS:
ABADDON

2

Drop down through the mud into this room to get the Hippogryph Ability Soul.



HP: 4000

Difficulty: Medium

Magic Seal: V

Abaddon

Rewards: Abaddon Soul

Abaddon is a demon shaped like a giant locust, elegantly dressed, with a maestro's baton in hand. He won't do much on his own, but the swarms of normal locusts he controls can tear Soma apart if your luck is bad.

Pattern

Abaddon only has one real attack pattern. He moves his baton to signal his locusts, which is baton's movements signalling how the locust swarm will move. Pay careful attention to this to prepare yourself for the swarm. You can't really move around and evade Abaddon's patterns very well unless it happens to be a pattern that has a safe spot; instead, you should try to destroy the locust swarms.

If Abaddon sweeps the baton downward, then the locusts will fly in from the top of the room and dive downwards. A well-timed Mandragora or Axe Armor will destroy the locusts and keep Soma safe.

If he sweeps the baton in a circular motion, then the locusts will fly in at the bottom of the room, then wheel around when they reach the room's far wall and fly back out along the ceiling. In this pattern you can actually evade the locusts by crouching against the far wall, where they'll wheel around. If you have attacks that're powerful enough to cut through the locust swarm, such as highly penetrative Bullet Souls like the Flame Demon, you'll find that this is an excellent time to counter-attack Abaddon.



In a similar pattern, Abaddon will sweep his baton in a U-shape. The locusts will fly downward, then wheel upwards when they meet the ground. This pattern has three safe spots: one in either corner of the room, and one at the center of the ceiling, inside the swarm's arc. You can make good use of a ground-wave Soul here for damaging both the swarm and Abaddon himself.

If he sweeps the baton out toward Soma, then three swarms of locusts will fly horizontally across the room. The first swarm will hit at ground level; the second, about halfway up the screen; the third, at the top of the screen. Ignore the upper swarms and just deal with the lower ones. You can use Death and Aguni to great effect in this pattern to cut the swarm to pieces and deal some heavy damage to Abaddon. Each of the straight swarms will spread out as they fly, so you can't duck the lowest swarm unless you're standing right next to their point of origin.



Abaddon will sometimes pause in his directing to hop toward Soma. This is harmless until he's right on top of Soma; then you'll need to find a moment between swarms to leap over Abaddon's head and get to the other side of the room. You can slide-kick underneath him, but this requires tighter timing. A bigger concern than Abaddon damaging Soma is Abaddon standing in one of the room's safe spots. If this happens, then evading the swarms will get much more difficult. Turn on Death or hope you're really, really good at using Bat Company for dodging.

Offense

How you fight Abaddon depends on how cheap you feel like being. It's entirely possible to beat him by just equipping Death and the Axe Armor Soul. Crouch in one corner with Death on, which will chew the swarms to pieces and do heavy damage to Abaddon himself. Then throw Axes when the swarm comes at you from above. You may need to shotgun High Mind Ups to keep this pattern up long enough to kill Abaddon, but it works. Equip an Axe or Great Sword weapon and use it to clear out any locusts that make it through the storm of Death scythes.



If you feel like actually... y'know, *fighting* Abaddon, then shut Death off or only use it to cut through the swarms. You can hammer Abaddon with projectile Bullet-Type Souls like the Killer Clown between swarms to do pretty big damage. If you're feeling really active, run toward him and wail on him a few times with your weapon of choice before dashing away and preparing to defend against another swarm. If you screw up when fighting Abaddon you'll go down pretty fast, but once you have the hang of his patterns you'll find he's very easy to deal with.

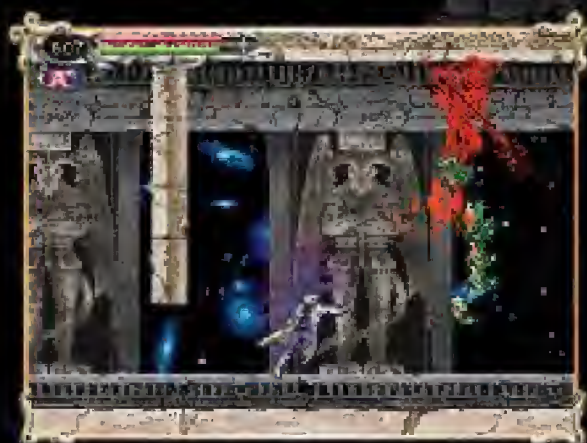


5 Go back to the Save Room and equip the Abaddon Soul. You'll be getting a lot of use out of it in the second half of the Abyss. Even if you had trouble with enemies up to now, you'll find that Abaddon's locust swarm still tears the Abyss's monsters to pieces.

6 Head carefully through the next few areas. Eventually you'll open up the Abyss' Teleport Room. Up above is a Save Room you'll want to use, too. Since the final battle doesn't take place on any "regular" area of the castle map, you can opt to stop here and work on getting a 100% file before you face Menace. If you've followed this walk-through exactly, you're probably at around 8 hours of gameplay and 85% map completion, so there are plenty of secret rooms and out-of-the-way areas left for you to find in the castle. If you get a 100% file now, then you can use everything you earn along the way against Menace.

Of course, that also means putting off a chance to see the ending, and you can work on getting a 100% file after you defeat Menace. Chances are that you're more than capable of beating him now, if you've been able to handle the Abyss's other enemies without any problems. It's more or less question of how badly you want to see the story ending before you start powerleveling Soma. When you are ready to fight Menace, bring a full complement of healing items with you.

8 **BOSS FIGHT:**
MENACE



7 Press "up" in this room to use it like a teleporter. Now you're facing the game's real and true Final Boss.



HP: 3000 x 3 (see below)

Difficulty: High

Magic Seal: None

Menace

Rewards: A happy ending/Sound Mode/Boss Rush Mode

Menace is a hideous amalgamation of all the evil monsters Dmitrii attempted to dominate. It takes two forms, the first easy, and the second grueling. Unless you know your *Castlevania* skills are supreme, bring in as many healing items as you can afford (you may also want to hunt Ghouls and Dead Pirates for Rotten Meat and Rusty Food Tins), and make sure you've synthesized the most badass weapon you can get. You'll need it.

Pattern

Menace's first form is disarmingly easy. To damage him, just leap up and hit the grimacing head that juts out in the center of the room. You can use Tactical Souls against him, but don't waste your MP. Pummeling him with a speedy weapon like a Katana gets the job done. This head has 3000 HP, so you may end up having to beat on it for awhile.



He "attacks" by having rib bones smash upward from the ground, or downward from the ceiling. The rib bones that smash upward are harmless if you're attacking the head in the center of the room, but the ones that smash downward appear right above the center of the room. When you see them appear, stop attacking and head to the far right-hand corner of the room.



Occasionally you'll see the strange "mouth" on the left-hand side of the room begin to move. When this happens, Menace is about to shoot a cloud of poison. Evade it by ducking into the right-hand corner of the room.

You should be able to beat Menace's first form without taking any damage or expending any MP. But when you beat him, you'll realize you just spend the last few minutes beating up the boss's *nipple*.

I'd be willing to bet that no one else has ever typed that sentence in the history of the human race.



You can only damage the mouth-head when Menace opens his jaw. First, you'll need to climb up the series of platforms to be able to reach it. You're best off hitting it with a powerful grenade-type Bullet Soul like the Mandragora, since you won't have time to aim precise shots. Do not try to simply spam attacks at his head, though. If you do, then he'll either lash up at you with an arm or forward at you with a weird-looking skull hand (depending on where you're standing). You need to launch an attack and then leap away to the upper two levels of platforms, where Menace can't reach you.



Now the real fight begins: against Menace's entire gigantic body. To do damage, you need to destroy both the head concealed in Menace's skull, which you see when he opens his mouth, and the head that's growing out of Menace's knee. Each head has 3000 HP you need to chew through: Go after the head in his mouth first, since this is the one most likely to kill you. If you can beat it, then you have the fight pretty much won.

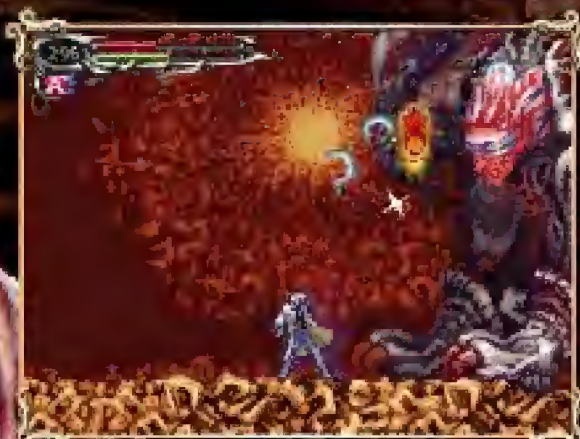


Does that sound simple? It would be, if not for the angry floating mouth-pods that Menace will begin to slowly spawn after you've damaged him once. They slowly float up at his jaw and have about 200 HP each. If they connect with you, they will do extremely heavy damage. You can destroy them by attacking them, but you need to make sure you're powerful enough to do this very quickly (in 2-3 hits). Ideally, you'll damage them with your Tactical Soul attacks as they emerge.

Ah, but there's one more complication. Menace will try to track Soma's movements, and since you have to retreat up into the upper platforms to keep from taking damage, that means he'll eventually end up beneath you, instead of in front of you like you need him to be. While doing this, he should begin moving backwards toward Soma. Then you can hop around to the front and continue as you were, or you can try to exploit his position by attacking with the Bomber Armor Soul from above. Getting the attack to connect is tricky, since you can't see his head, but if you drop it just at the center of his skull, then it will detonate and do heinous damage. You can try to use this as a primary way to damage him, but then won't know when you've actually destroyed the head. Dropping a few bombs and then leaping over toward the right side of the room to check on Menace's skull is not a bad idea.

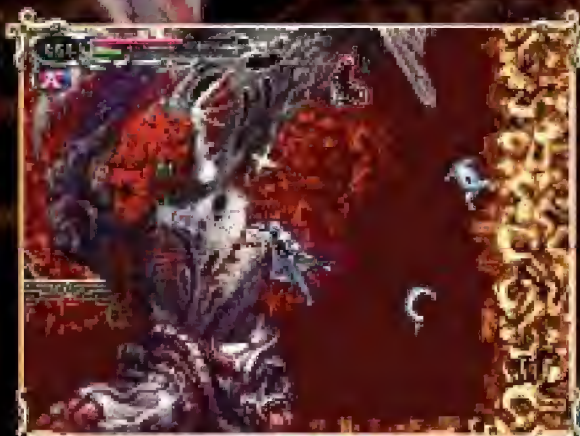


After you've destroyed the head in Menace's skull, the hard part's over. Descend to the floor to take out the head on his knee. Defeating this one is quite a bit easier; just leap up and use your Bullet-type Tactical Soul to land big damage. Fewer mouth-pods will spawn now, and they'll always approach you from the upper half of the room.



Menace will start trying to step on you while you're damaging his knee-head. You can simply back up when he tries to do this fairly easily, but you'll eventually find your back to the wall. You don't want this to happen; it's really hard to keep damaging Menace once you're having to dodge between his feet. Instead, when the wall is nearby, leap up into the upper platforms. You need to lead Menace back to the right-hand side of the room.

From there, you can begin attacking him again from the front, or you can leap down behind him and attack from behind. This is dangerous and should only be attempted by advanced players, or players with a ton of MP restore items on hand. While Menace can't step on you here, you'll also have very little room to maneuver around the mouth-pods, and getting back up into the platforms is nearly impossible. If you can't handle the mouth-pods on your own, you'll want to set up a powerful Guardian Soul to damage the mouth-pods while you focus on attacking the knee-head with your Bullet Soul.



Offense

Mandragora and Death are both completely awesome in this fight. The Axe Armor Soul isn't bad, either. Be careful using Death since it chews through MP like candy, but it can really come in handy for getting groups of mouth-pods off your back when they gang up on you. You may be tempted to use Abaddon, but don't. Abaddon just doesn't dish out the raw damage you need to put Menace down. If you've got the Treant, equip it so you can regenerate MP more quickly; otherwise, go with Lilith or the Dead Crusader.

For a weapon, the Katana or another Sword is ideal. Stay away from slow weapons like Axes and Maces. You can make a Polearm work, but this will make your attack timing very tight. For armor and accessories, you want to boost your DEF and INT as high as you can get them. We like the Serenity Robe and Satan's Ring, but you can easily use Olrox's Suit or even the Three 7s if you want.



Notes: It's Not Over Yet!

You can choose to enter your saved, cleared game if you like, and work on getting a 100% castle map, 100% souls, and other goodies. If you want to play Hard Mode, you need to start a new game from your Cleared save. If you want to play Julius Mode, just select it from the main menu. Conveniently, your cartridge will have three different slots to hold your three different games, if you want to play all the game modes.

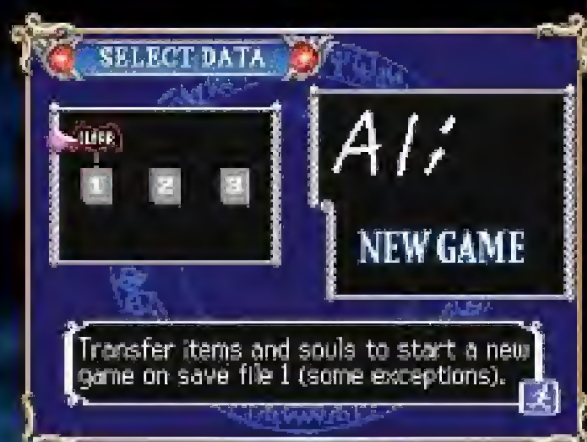
Care to Go Again?

When you defeat Menace in the Abyss, you've seen the true ending of *Dawn of Sorrow*. After the credits, you'll be informed that you've unlocked Boss Rush Mode, and your game will be saved.

On the Load Game screen, that save file now appears with a Clear icon over it. If you select that save file, you'll be back in the last Save Room you visited before you went to pick your fight with Menace. You can continue to explore the castle to your heart's content.

However, if you select the Clear icon, you can begin a brand new set of challenges. You didn't think you were done, did you?

When you start a new game using the Clear icon, you can opt to play on Normal or Hard Mode. Whichever you choose, Soma will be returned to the beginning of the game, at Lv. 1. You won't get as many tutorial messages as you did on your first run, but all story events, boss fights, secrets, and items have been reset.



You've lost all of Soma's Ability Souls, as well as Bullet Souls like the Puppet Master and Paranoia, so you'll have to explore the castle all over again. You're also back at 0 EXP and 0 Gold.

On the plus side, you've got all of the equipment you had at the end of your last game, including high-powered items like the Chaos Ring or Soul Eater Ring. You've also still got the Gergoth, Death, and Abaddon Souls, if you hadn't used them for weapon synth, so you can get both the best weapons in the game *and* 100% of the Souls.

Hard Mode

The castle hasn't changed since your first run through it. You'll still need to defeat the same bosses in the same general order if you want to succeed.

What has changed are the monsters. A lot of games, in Hard Mode, would just give everything a stat boost and call it a day, but *Dawn of Sorrow* follows a subtler path. Almost every monster is tougher and faster than it was in Normal mode, which makes former pushovers into genuine threats. There are some other changes on top of that...

- Zombies move about twice as fast as they did and can Poison you.
- Peeping Eyes wake up faster.
- Slimes can Poison you.
- Ghouls' attacks will knock Soma back. Getting hit by a line of Ghouls will toss a Soma that's not using Draghignazzo around like a ping-pong ball.
- Draghignazzo, Barbariccia, and Malacoda's attacks will inflict knockback. This can lead to annoying things like being thrown out of a room the second you enter it.
- All Medusa Heads will be the gold, petrifying variety.
- Ukoback becomes *insanely* fast.
- Bone Arks will fire off salvos of two projectiles instead of their usual one.
- Getting hit by a Tinjelly will Poison *and* Curse you. (We hate Tinjellies.)
- Flying Armor's swords do much heavier damage. This makes him a legitimate threat.
- Balore becomes much, much faster, which makes it harder to dodge his giant laser.
- It takes four hits to destroy Puppet Master's puppets instead of two.
- Rahab will drop more icicles in his arcing attack wave. This narrows the space between them and makes evading them nearly impossible if you're caught in the arc.
- You have much less time in which to avoid Aguni's diving attack.
- Death will cycle through his attacks faster and will summon his giant skulls more frequently. The skulls will also emerge more quickly.

If you can reach the Abyss in Hard Mode and defeat the powered-up version of Menace, there's a special, exclusive Soul waiting for you: Hell Fire. Congratulations! Beating Julius Mode proved you were a master of the game, but beating Hard Mode makes you an official grand master of *Dawn of Sorrow*. We may have to form a union.

Powerleveling Soma

There are hardcore gamers who don't consider a game over until they've seen everything it has to offer. That means leveling every character up to Lv. 99, getting everything there is to get, exploring every facet of the castle, and generally owning it in every possible way.

Getting Soma to Lv. 99 is a tricky proposition. Since enemies' EXP values don't depreciate as Soma levels up, you'd think it'd be easy, but the EXP you need for the next level gets increasingly ridiculous as you progress.

The first thing you should do, naturally, is equip the Shaman Ring (available in the Cursed Clock Tower's slot-machine room, as noted in the walkthrough) and the Mothman Enchant Soul. Together, these'll boost

your effective EXP rate by roughly 156%.

That brings us to our next question: what do we hunt down for its EXP? Final Guards give out 1500 EXP each, making them the most likely candidates, and they're easy enough to take down with a maxed-out Bomber Armor Soul. That's a little costly, though, and Final Guards are just a little too mean to trifle with. Good EXP farming should be high-yield, low-risk, and reliable.

After roughly ten hours' worth of testing, the two best places to gain EXP in the game appear to be the Abyss and the Condemned Tower. We've chosen these areas based upon consistency; it's easy to clean up on EXP here. There may be other monsters that're worth more, but these are easy to find and easy to reset.

In the Abyss, your goal's simple. Go find a Stolas. Let it summon things. Beat those things up. An Erinyes is worth 300 EXP normally, so this is excellent EXP farming. Experiment with your Souls and weapons until you find something that'll drop an Erinyes quickly.

The Tower's EXP farm is a little more direct. Equip the Slaughterer or Hell Boar Souls, then go find the Great Axe Armor on the west side of the Tower. Walk up to it, punch it out, then turn around, leave via the closest door, and reenter. You'll clean up on EXP with zero risk to Soma.

Another trick you can pull is a descendant of the infamous "rubber-band" cheat that gamers used to powerlevel Alucard in *Symphony of the Night*. Equip the Chaos Ring and a continual-effect damage Guardian Soul like the White Dragon, then go to one of the dozen or so places where Ghouls constantly respawn.

Plug into a wall socket, then use a rubber band to hold down R. Leave it on overnight, and Soma will obediently massacre an infinite number of Ghouls for 10 EXP each. When you wake up, Soma should have gained at least a few levels. You can do this for days if you don't mind running up your play time.

Can I Stop Yet?

Have you:

- ...gotten all three endings?
- ...found all three hidden monsters?
- ...gotten 100% on the castle map?
- ...gotten every monster in the game to drop its Common Item?
- ...gotten every monster in the game to drop its Rare Item?
- ...collected all the weapons?
- ...collected all the accessories?
- ...collected all the food?
- ...collected all the Monster Souls?
- ...collected all the Monster Souls as well as the Valmanway, Claimh Solais, and Death Scythe?
- ...earned a Potion in Boss Rush Mode?
- ...earned the Terror Bear in Boss Rush Mode?
- ...beaten a monster with the Terror Bear just to embarrass it?
- ...earned the Nunchaku in Boss Rush Mode?
- ...earned Death's Robe in Boss Rush Mode?
- ...earned the RPG in Boss Rush Mode?
- ...beaten Julius Mode?
- ...beaten Boss Rush Mode as Julius, Yoko, and Alucard?
- ...beaten Julius Mode without Yoko? (We can't do it. Can you?)
- ...played a "Naked Soma" game? (Don't use weapons, armor, or accessories besides Mina's Talisman. Only use the Souls you need to progress through the game. Items are allowed, because otherwise, you'd be in a lot of trouble.)
- ...beaten Menace with the Nunchaku?
- ...beaten the game on Hard and earned Hell Fire?

As you can see, there's a lot for the completist gamer to do in *Dawn of Sorrow* — maybe more than any other *Castlevania* game to date. Don't be surprised if you end up spending upwards of 60 hours trying to conquer the game completely.

Beastiar

Legend

1 **5** **Great 2 2 Armor** **3**



Early in the game, the Creature almost qualifies as a mid-boss. His punches can do a lot of damage, and just when you think he's slow, he'll dash forward to grab Soma's head. When you see the Creature, don't hold back; use your most powerful Souls to drop him before he gets moving. The Bomber Armor Soul works well against him, as does the Skull Archer Soul.

6 8% Normal Item: Flame Necklace HP: 4000 EXP: 4000 ATK: 7 DEF: 4000 MP: 4000
4% Rare Item: Pitch Black Suit Soul **8** Rate: 40% Hard: Becomes **9**

10

Heavy Bomb Toss a high power explosive

Soma drops a bomb on the ground at his feet, which will detonate a couple of seconds later. At level 2, the bomb becomes more powerful; at maximum level, the bomb becomes a deadly artillery shell that detonates on impact with the ground.

This is likely to be the first really powerful Bullet Soul you get. The delay on its detonation and the short range mean you'll have to be careful with it. It's excellent against The Creature, and you can use the Bomber Armor soul to shut Dimitrii down with ridiculous ease. Once it's maxed out, the Bomber Armor Soul becomes one of your most potent weapons.

Type: Bullet Soul

Lvl: **11**

Max #: **11**

MP Cost: 48/use

13

Garden of Madness

The Barbariccia lurks in the underground part of the Garden of Madness, in the hallways with the spiked deadfall traps. The lowest part of this area contains a room where a Barbariccia is hovering right in front of the door, behind a spike trap.

As you come through the door, hop up and nail the Barbariccia with something like the Killer Clown Bullet Soul. You'll take it down in one shot, without having to dodge its spear or navigate a trap. Just be sure you don't accidentally leave the room before you get its Soul.

14

As you might suspect, *Dawn of Sorrow* isn't truly over until you've gotten all the monsters' Souls maxed out. The most important reason to go Soul hunting is the secret that it unlocks. If you have 100% of the Souls in the game — not if you had 100% at one point, but if you have 100% right now — well... check the secrets section. The optimum equipment for hunting is a Joyeuse, wearing the Three 7s armor, and a Soul Eater Ring.

1. **No. :** The number assigned to the enemy in Soma's Enemy List on his status screen.

2. The enemy's name.

3. Resistances and vulnerabilities.

What effects the monster is vulnerable to. The monster will take $\pm 50\%$ damage or more from an attack that involves this attribute.

What effects the monster is resistant to. The monster will take half damage or less from an attack that involves this attribute.

4. Appearance.

5. Strategies for defeating.

6. Rarity. Percentage indicates the drop rate.

Normal Item : The item that this enemy most frequently drops when defeated, if applicable.

Rare Item : The item that this enemy will rarely drop when defeated, if applicable.

7. Stats. Note that EXP will not depreciate based upon Soma/Julius's current level.

8. **Soul Drop Rate :** Base chance a monster will release its Tactical Soul upon death

9. **Hard :** Changes for Hard mode.

10. Soul name and description

11. Soul attributes. Type, Level, Max # and MP Cost. A given Tactical Soul will have one, three, or nine levels. If it has three, you'll reach the second level when you collect five of that monster's souls, and the third when you collect all nine. If it has nine, you'll reach a new level with each of that soul that you collect.

12. Soul Description.

13. Enemy Location.

14. Hunting tips.

No. 1

Zombie



As usual, there's not much to fighting Zombies. They'll constantly respawn within a certain area, rising up from almost any point on the ground. In these areas, it helps to be cautious, as it's easy to run into one accidentally. In other locations, they're found in finite numbers, like any other enemy. In either case, Zombies are the first word in cannon fodder.

N%: 8% Normal Item: Cloth Tunic

HP: 3

EXP: 1

ATK: 8

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 20% Hard: Gains Poison attribute & moves faster.

Soul **Summon Zombie** *Summon Zombie*

Summons a zombie, who'll slowly march forward. You can keep tossing zombies at an opponent to overrun him. Since the zombies will intercept missiles for you, they make great meatshields against fireball-happy opponents. They're strictly ground-based, so don't bother against flying or jumping enemies.

Type: Bullet Soul

Lvl: 9

Max #: 2

MP Cost: 12/use

Location: The Lost Village

Not only do Zombies constantly respawn in the room west of the drawbridge, but you can hunt a few Axe Armors and Wargs while you're at it.

No. 2

Bat



You've been fighting Bats since the original Castlevania, and in all that time, they haven't changed much. Their biggest advantage is that they're often hard to spot until they hit you, but they're incapable of doing serious damage.

N%: 8% Normal Item: -

HP: 1

EXP: 1

ATK: 4

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 24% Hard: -

Soul **Bat Familiar** *Summon Bat as a familiar*

Soma summons a Bat familiar. At higher levels, you'll get more and more powerful Bats, which'll fly out and attack enemies on your behalf.

Type: Guardian Soul

Lvl: 3

Max #: 0

MP Cost: 3/second

Unless you want to pretend that the Bat is Soma's wacky wisecracking sidekick Bitey, he doesn't bring much to the table. Familiars aren't generally very useful, and the Bat would be the bottom of the barrel if not for the Corpseweed.

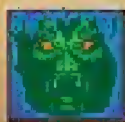
Location: Lost Village

We can't think of why you'd want to hunt Bats, but if you do, the room outside of Yoko and Hammer's shops is great. New Bats will constantly fly in from offscreen.

Alternatively, there are tons of Bats in the Silenced Ruins.

No. 3

Ghost



If Ghosts are in a given room at all, they'll constantly respawn as long as you're around. They only appear one or two at a time (unless you're in the invisible-girder hallway underneath the Wizardry Lab), but they tend to appear in just the right place to mess up a jump. As long as you look before you leap, you shouldn't have any problems with them.

N%: 8% Normal Item: -

HP: 1

EXP: 1

ATK: 10

DEF: 0

MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 8% Hard: -

Soul **Spiritual Separation** *Separate from the body and conduct reconnaissance*

Soma can temporarily remove his soul from his body and send it exploring.

Any possible use that you would've had for this soul ended when you bought this strategy guide. You can use it to peek at what's beyond certain walls in the castle, and that's it. You'll probably forget you even have it after the first time you get one.

Type: Guardian Soul

Lvl: 1

Max #: 0

MP Cost: 5/second

Location: Wizardry Lab

If you see a Ghost at all, there'll be more before you know it. However, they spawn in unheard-of numbers in the secret passage underneath the Wizardry Lab, found past the spiked corridor in the Subterranean Hell.

No. 4

Skeleton



It's best to fight Skeletons with weapons that swing in an overhead arc, like an Axe or Mace. That way, you can destroy its thrown bone at the same time that you smash it.

N%: 8% Normal Item: -

HP: 4

EXP: 4

ATK: 8

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 16% Hard: -

Soul **Bone Throw** *Throw Bones*

Soma throws a bone in a shallow arc. More levels increase the size of the bone and thus the damage it does.

The low MP cost and high range make the Skeleton soul surprisingly useful for much of the first half of the game. It'll eventually be outclassed by other Bullet Souls, but it's reliable and doesn't use up many MP.

Type: Bullet Soul

Lvl: 3

Max #: 2

MP Cost: 8/use

Location: Wizardry Lab

There's a big mob of Skeletons supported by a Skull Archer in one room of the Wizardry Lab. Use a Tomahawk or Chakram to take out the whole lot at once.

No. 5 **Ouija Table**

You'll probably take a few cheap hits from Ouija Tables before you realize they're a threat. They tend to be placed in rooms where they can be mistaken for background clutter. Once you know they're there, a quick hit or two will take care of the problem.

N%: 8% Normal Item: -

HP: 8 EXP: 4 ATK: 6 DEF: 0 MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 4% Hard: -

Soul **Relaxation** *Sit in a chair to regain HP*

This is a complete trophy soul. The Ouija Table could be useful if you get it early in the game, since it's basically a free full-heal, but there are only about five rooms in the castle where you can find a chair to use it with. You'll probably forget you have it half the time.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Lost Village

Don't even try this until you have the Soul Eater Ring. There's a Ouija Table above the Save Room near Yoko and Hammer's shops, so just keep knocking it down until the soul drops.

No. 6 **Peeping Eye**

When you first see a Peeping Eye, it'll be "asleep" on the ground. If it has the chance to wake up and take to the air, things get harder, as its erratic movement pattern can make it difficult to hit. Your best option is to kill it before it wakes up. Only hits to its eye will damage it.

N%: 8% Normal Item: -

HP: 15 EXP: 8 ATK: 8 DEF: 0 MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 2% Hard: -

Soul **Search Eye** *Identify breakable walls*

When Soma has this equipped, breakable walls will flash white. Get this as early as possible, and keep it handy as you explore the castle. Unfortunately, this is one of the harder Souls to get, since the Peeping Eye has an infuriatingly low drop rate.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Lost Village

The easiest Peeping Eye to find is the one that's holding down the floor in one of the first rooms of the Lost Village. Dash back and forth across the room with rushing Souls like the Valkyrie to knock out the Eye as fast and often as possible.

No.

7

Axe Armor



At a distance, the Axe Armor can throw one of its blades in a shallow overhead arc. Up close, it fights as it always has, by tossing axes at you. Fight it as you always have; run up to it, crouch under its axe, and pummel its shins with a blunt weapon. It'll occasionally mix up its game by throwing an axe low, so watch out.

N%: 8% Normal Item: Axe

HP: 18

EXP: 10

ATK: 12

DEF: 0

MP: 1

R%: 4% Rare Item:

Leather Armour

Soul Drop Rate: 32% Hard: Throws Axe Faster

Soul **Spinning Edge** *Throws axes*

Soma throws an axe in a high overhead arc, Belmont-style. The higher the level of the Soul, the larger and more vicious the axe gets.

This is a good soul for when you're just walking around the castle, and comes in handy during the early boss fights. The high arc on the axe is great for hitting small targets like Imps, and large opponents like Treants may get hit more than once.

Type: Bullet Soul**Lvl:** 9**Max #:** 1**MP Cost:** 25/use**Location:**

The Lost Village

There are quite a few places where you can stock up on Axe Armor Souls, like the secret passage near Yoko's shop, but the most effective area is one screen west of the drawbridge in the Lost Village. You can grab Warg and Zombie Souls at the same time.

No.

8

Skull Archer



Unlike its equivalents in past games, the Skull Archer fires low, so you'll need to hop over its arrows. Fortunately, it doesn't fire very often.

N%: 8% Normal Item: Archer

HP: 16

EXP: 10

ATK: 12

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 24% Hard: -

Soul **Buster Shot** *Shoot arrows with deadly accuracy*

Soma pulls out the Skull Archer's bow and charges up a shot. Charging the shot longer will dramatically increase the damage, up to a certain maximum. You know you've reached the maximum when you hear Soma shout.

Type: Guardian Soul**Lvl:** 3**Max #:** 0**MP Cost:** 20/second

Until you get Gergoth's Soul, this is a great way to take out large enemies like the Treants and Creatures without danger to yourself. At max charge, there's not a lot the Skull Archer Soul can't take down with one hit. The downside is that the max charge consumes a lot of MP, and it's a slow process.

Location:

Wizardry Lab

You can hunt for Archers as you're gathering Skeleton Souls, since there's an Archer in the same row.

No. 9

Warg



Remember these from *Symphony of the Night*? A Warg's bite attack's hard to dodge, so it's best to stay away from it. Until you've got the ATK to drop it in one hit, take the Warg out with throwing weapons or long-distance Bullet Souls.

N%: 8% Normal Item: -

HP: 21 EXP: 12 ATK: 15 DEF: 0 MP: 10

R%: 4% Rare Item: -

Soul Drop Rate: 48% Hard: -

Soul **White Fang** *Use fangs to tear at foes*

Soma fires off a short-ranged ghost wolf, which bites once and disappears.

The short range on the Wolf Soul makes it hard to use. In a game with fewer options, it'd be all right, but here, it's rapidly outclassed by other, more effective Bullet Souls.

Type: Bullet Soul**Lvl:** 9**Max #:** 2**MP Cost:** 25/use**Location:** The Lost Village

Wargs don't show up often, but you can hunt them down in the same room where we've advised you to go after Zombies and Axe Armors. One-stop shopping is so convenient.

No. 10

Spin Devil



You won't run into many Spin Devils, but they're always a pain. The only way to kill it is to land a few solid hits to its "head," which is easiest to do when you first see it. Otherwise, you'll have to dodge its lunges and wait for an opening.

N%: 8% Normal Item: -

HP: 16 EXP: 15 ATK: 15 DEF: 0 MP: 30

R%: 4% Rare Item: -

Soul Drop Rate: 32% Hard: -

Soul **Devil Tornado** *Create Tornadoes*

Soma gains the Spin Devil's ability to create tornadoes.

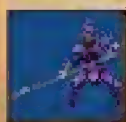
This is pretty useful for taking out Ghost Dancers, but most other flying enemies are either too fast or too tough for it to do much damage. It's also got a long start-up time and leaves Soma vulnerable to attack from other enemies.

Type: Guardian Soul**Lvl:** 5**Max #:** 0**MP Cost:** 20/second**Location:** Lost Village

There's all of two Spin Devils in the game, so you don't have much to choose from. We prefer the first room where you encounter him, one of the larger areas in the Village, because he's right near the door. Dash in, kill it, and dash out.

No. 11

Armor Knight



The Armor Knight will try to poke at you with its spear if you're above or below it. If you're on its level, watch out for its quick stabs. Since it has so much range, you're better off dealing with it with ranged attacks of your own, like a Spear, Handgun, or a Mace's mystical strike.

N%: 8% Normal Item: Spear

HP: 15

EXP: 15

ATK: 12

DEF: 0

MP: 100

R%: 4% Rare Item: -

Soul Drop Rate: 16% Hard: -

Soul **Unrivald Spear** *Attack with a spinning spear*

Soma spins a spear in place, damaging enemies that get close. The higher-level the Soul, the larger the spear he wields.

This isn't as effective as we'd like it to be. Enemies need to get hit by the spearhead to take damage; otherwise, they'll waltz on by. This is handy when you're riding lifts in the Clock Tower, but it's a waste of MP in any other situation.

Type: Guardian Soul**Lvl:** 3**Max #:** 2**MP Cost:** 30/second**Location:** Wizardry Lab

Remember the room with the platform and the crystal blocks that connects the Lab to the Garden of Madness? It's the place to go if you want to stock up on Armor Knight souls.

The ones in the Lost Village are more convenient, but there are only two of them there and you'll have to wade through infinitely spawning Bats to get to them.

No. 12

Student Witch



Up close, the Student Witch will try to slap you with her broom. Otherwise, she'll take uneasily to the air. Early in the game, she can do an unnerving amount of damage, so try to take her seriously. When she's dispatched, she'll turn into a cat and run away, but unlike Aria of Sorrow, the cat cannot do damage.

N%: 8% Normal Item: Cream Puff

HP: 41

EXP: 18

ATK: 15

DEF: 0

MP: 300

R%: 4% Rare Item: -

Soul Drop Rate: 24% Hard: -

Soul **Cat's Run** *Summon a Cat*

Soma unleashes the power of a black cat.

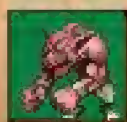
The kitty will race along the ground, damaging anything it touches. It's got great range for a ground wave attack. More importantly, the cat's immune to one of the usual rules that Bullet Souls operate under: it's still lethal for a short time after it disappears off the edge of the screen.

Type: Bullet Soul**Lvl:** 9**Max #:** 1**MP Cost:** 12/use**Location:** Lost Village

You'll encounter a roomful of Student Witches early in the game, as you move east away from Yoko and Hammer's shops. None of them are placed too conveniently, but this'll work.

No. 13

Slaughterer



The key is to stick and move. Try to bait the Slaughterer into using its fireball attack, run underneath it, and attack. Now backpedal, bait the fireball again, and repeat the process. It'll only use its powerful punches if you stay at close range.

N%: 8% Normal Item: Piroshki

HP: 48

EXP: 40

ATK: 28

DEF: 0

MP: 30

R%: 4% Rare Item: Gym Clothes

Soul Drop Rate: 16% Hard: -

Soul **Max Straight** *Smack enemies with quick straight punches*

Soma throws a powerful punch.

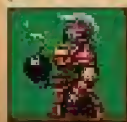
The short range and lack of drama may convince you that this soul isn't worth using, but it's one of the most powerful blunt attacks in the game. It eats Armors for breakfast, but is eventually made obsolete by the Hell Boar soul. Like the Succubus soul, only use this if you know it'll kill its target, or they'll be in a dandy position to beat you up.

Type: Bullet Soul**Lvl:** 1**Max #:** 1**MP Cost:** 15/use**Location:** Wizardry Lab

The room up above the Wizardry Lab's Teleport Room is inhabited by a Student Witch and plenty of Slaughterers. Go to town on the Slaughterers and ignore the Student Witch as much as you can (unless you need her Soul).

No. 14

Bomber Armor



It takes a couple of seconds before the Bomber Armor's bombs detonate. As long as you stay away from them or destroy them with your melee weapon, you can bludgeon the Bomber Armor more or less at will.

N%: 8% Normal Item: Breastplate

HP: 45

EXP: 42

ATK: 35

DEF: 8

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 24% Hard: -

Soul **Heavy Bomb** *Toss a high power explosives*

Soma drops a bomb on the ground at his feet, which will detonate a couple of seconds later. At level 2, the bomb becomes more powerful; at level 3, the bomb becomes a deadly artillery shell that detonates on impact with the ground.

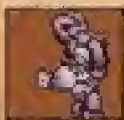
This is likely to be the first really powerful Bullet Soul you get. The delay on its detonation and the short range mean you'll have to be careful with it. It's excellent against The Creature, and you can use the Bomber Armor soul to shut Dmitrii down with ridiculous ease. Once it's maxed out, the Bomber Armor Soul becomes one of your most potent weapons.

Type: Bullet Soul**Lvl:** 3**Max #:** 2**MP Cost:** 48/use**Location:** Wizardry Lab

There's a vertical room in the Wizardry Lab where a Skull Archer and a Bomber Armor are on patrol. The Bomber Armor's explosives will land on the platform above him when he tosses them. This leaves you free to quickly take him down, dash out of the room, and repeat as necessary. It can take some patience, but stocking up on nine Bomber Armors early in the game really pays off.

No. 15

Golem



The first and least powerful of the Giant Room-Blocking Monsters™, the Golem is easy to beat. It'll knock you into next week if it catches you with a kick or its gout of pebbles, but it extensively telegraphs everything it does.

N%: 8% Normal Item: -

HP: 120

EXP: 50

ATK: 20

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 12% Hard: -

Soul **STR Boost** *Raise STR*

Soma gets a +2 STR bonus for every Golem Soul he has.

There are better Enchant Souls than this, but you start with this one. You probably won't use it for long, though.

Type: Enchant Soul

Lvl: 9

Max #: 0

MP Cost: -

Location: Wizardry Lab

You get one of these automatically, but if you want more, there's a room towards the bottom of the Lab that's occupied by a single Golem. Fight your way to it, then get ready to farm it like crazy.

No. 16

Slime



Fortunately, unlike Slimes in past games, this one doesn't inflict Poison status on a successful hit. Instead, it slithers along the floor and up walls, waiting for a chance to launch itself at you. Using Blunt attacks against it is a waste of time, but a Sword will carve it up nicely.

N%: 8% Normal Item: -

HP: 20

EXP: 35

ATK: 25

DEF: 5

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 32% Hard: Gains Poison Attribute

Soul **Bound Slime** *Summon a bouncy Slime*

Soma releases a slime that'll ricochet off walls. As it levels up, you'll be able to have more slimes onscreen at once.

The Slime's surprisingly effective, but unreliable. Its bounce pattern has no real basis in geometry, so it's prone to bouncing offscreen and staying there.

Type: Bullet Soul

Lvl: 9

Max #: 1

MP Cost: 12/use

Location: Wizardry Lab

Go after these guys in the early areas where they appear, when there aren't any Tanjellies around. No room is particularly good for hunting them, so just pick one and start the hunting. (We do so love the hunting.)

No. 17

Une



Watch for the telltale small sprout that indicates where an Une will bloom at a given place on the floor. It's more of a speed bump than a genuine threat.

N%: 8% Normal Item: -

HP: 12 EXP: 12 ATK: 20 DEF: 0 MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 20% Hard: -

Soul **Mixed Set** *Throw Une at a foe*

Drops an Une onto the ground directly in front of Soma. Higher ranks let you put more Unes onto the screen at once.

If not for its finicky targeting, this would be Soma's Holy Water. It's still great against stationary opponents, but it's hard to accurately drop it on enemies from above. Unless you can see the floor, the Une will disappear harmlessly offscreen. Unes will repeatedly hit an enemy that's occupying their space, inflicting a surprising amount of damage over time.

Type: Bullet Soul**Lvl:** 9**Max #:** 2**MP Cost:** 18/use**Location:** Garden of Madness

You'll probably never need to hunt these guys. They're all over the Garden and some parts of Subterranean Hell like a rash, and their drop rate's high enough that you'll get tons without meaning to.

No. 18

Skeleton Ape



If you dodge the Skeletal Ape's thrown barrel or get behind it, it's nearly helpless. It tends to set up shop in locations where it can screw up your jumps, but if you anticipate the barrel and hit it out of the air, you'll be fine.

N%: 8% Normal Item: -

HP: 30 EXP: 48 ATK: 26 DEF: 0 MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 4% Hard: -

Soul **Power Throw** *Throw a foe with incredible power*

Lets Soma throw monsters farther.

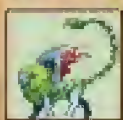
This makes for a nice combo with Bullet Souls that let Soma chuck a monster around, like the Slime, Une, and Decarabia. It's especially useful when combined with the Puppet Master, since it effectively doubles the distance Soma gets on his puppet toss.

Type: Enchant Soul**Lvl:** 1**Max #:** 0**MP Cost:** -**Location:** Garden of Madness

From the last Save Room before your first fight with Dario, head west through the Treants. You'll find two Skeleton Apes standing in a neat row, right next to a handy door.

No. 19

Manticore



The Manticore will either breathe fire at you, or try to sting you with its tail. The latter attack inflicts Poison status. Watch to see which attack it's going to use, then dodge it and counter. Both are easy to dodge, and if you pummel the Manticore from a short distance away, it's pretty helpless.

N%: 8% Normal Item: Spaghetti

HP: 70

EXP: 90

ATK: 36

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 4% Hard: -

Soul **Stinger** *Grow a tail*

Soma sprouts a tail. It stings anything he attacks.

This does much the same thing as the Great Armor Guardian Soul (q.v.), but it's slower. The tail tends to attack a beat behind Soma, rather than at the same time.

Type: Guardian Soul**Lvl:** 9**Max #:** 0**MP Cost:** 5/second**Location:** Wizardry Lab

Enter the doorway across from the Teleport Room and you'll find a room inhabited only by Manticores. Take them out as many times as you have to.

No. 20

Mollusca



If the Mollusca touches you, it'll poison Soma, and it only appears in small rooms where it's hard to avoid. Keep driving it backward with slashes to its eyestalks.

N%: 8% Normal Item: Anti-Venom

HP: 55

EXP: 30

ATK: 25

DEF: 0

MP: 60

R%: 4% Rare Item: -

Soul Drop Rate: 15% Hard: -

Soul **Summon Mollusca** *Summon a Mollusca*

The Mollusca appears and crawls straight forward, hugging the ground.

The Mollusca's faster than you'd think it would be, and against larger enemies, it can be relied upon to hit twice. It has a high critical rate. Plus, it lets you throw a giant slug at people. How cool is that?

Type: Bullet Soul**Lvl:** 3**Max #:** 2**MP Cost:** 10/use**Location:** Garden of Madness

There's a Mollusca holding down the fort on either side of the Magic Seal V area in the Garden of Madness. It's easy to hunt them down until they drop their souls.

No. 21

Rycuda



These blue birds haunt the Garden of Madness. Like most of the flying enemies in *Dawn of Sorrow*, they specialize in staying just outside of Soma's effective reach and blasting at you; in the Rycuda's case, it uses powerful bolts of lightning. The best way to deal with them is with powerful anti-air Bullet Souls like the Axe Armor.

N%: 8% Normal Item: Fried Chicken HP: 32 EXP: 56 ATK: 26 DEF: 0 MP: 1
R%: 4% Rare Item: - Soul Drop Rate: 20% Hard: -

Soul Chain Lightning *Summon thunderbolts*

A bolt of lightning fires from Soma's hand and bounces around to every viable target onscreen. The more Rycuda Souls you have, the more enemies the lightning bolt will go after before it grounds out.

You don't really get much out of this Soul unless you're firing it at massive crowds of enemies, and it doesn't do a lot of damage unless your target's specifically weak against electricity. It works well against Armors.

Type: Bullet Soul

Lvl: 9

Max #: 1

MP Cost: 35/use

Location: Garden of Madness

There's a Rycuda waiting for you just outside of Dario's boss room. Enter, kill, and exit until you have all the Rycuda Souls you want.

No. 22

Mandragora



These are nearly indistinguishable from Unes until they pop up out of the ground and scream. The resulting explosion destroys the Mandragora, but can do a lot of damage to you if you're within its area of effect. Fortunately, it's easy to fake the Mandragora out, then backstep to avoid the explosion. Later in the game, you can simply kill it before it has the chance to scream.

N%: 8% Normal Item: - HP: 48 EXP: 50 ATK: 42 DEF: 0 MP: 1
R%: 4% Rare Item: - Soul Drop Rate: 12% Hard: -

Soul Last Scream *Shout to send monsters flying*

Soma tosses a Mandragora, which detonates in a large blast of sonic force.

The broad area of effect of the Mandragora's explosion makes it excellent for clearing out rooms, and the damage is nothing to sneeze at. It's an excellent "grenade" at any stage of the game, and is only outshone in that capacity by the Erinyes.

Type: Bullet Soul

Lvl: 1

Max #: 2

MP Cost: 30/use

Location: Garden of Madness

Remember the room with the water-filled passageway in the middle? Enter it from the right side, and you'll find four Mandragora waiting for you. With a Save Room not far away, this is the ideal place to get one of their Souls.

No. 23

Yorick



Yoricks are a pain, since it's hard to see their skull before it hits you. The best solution is to get to higher ground and drop ground-wave Bullet Souls down onto them. Failing that, use a Great Sword or Axe to try to knock their skulls out of the air.

NP: 8% Normal Item: -

HP: 32

EXP: 52

ATK: 23

DEF: 0

MP: 1

RP: 4% Rare Item: -

Soul Drop Rate: 16% Hard: -

Soul **Scull Ball** - *Kick a skull like a ball*

Soma can toss a skull, then slide-kick it like a soccer ball.

Alas, poor Yorick: another proud member of the "not useful, but funny" family of Tactical Souls. The skull is theoretically useful, since it flies in an arc similar to the Axe Armor, but it does piddling damage and can't be leveled up. Slide-kicking it doesn't accomplish much, either.

Type: Bullet Soul**Lvl:** 1**Max #:** 1**MP Cost:** 20/use**Location:** Garden of Madness

Fortunately, you only need one of these guys. Try going after the Yorick on the east side of the water-filled crawlspace in the Garden of Madness.

No. 24

Skeleton Farmer



An undead parody of Johnny Appleseed, the Skeleton Farmer will drop Unes onto the ground to attempt to slow you down. It doesn't really qualify as a serious antagonist.

NP: 8% Normal Item: -

HP: 94

EXP: 60

ATK: 28

DEF: 0

MP: 1

RP: 4% Rare Item: -

Soul Drop Rate: 8% Hard: -

Soul **Wild Growth** - *Enhance the performance of plant-type abilities*

While equipped, it improves the stats of plant-based abilities by roughly 33%.

This is great when you're stuck deep behind enemy lines with only an Une to protect you. Since that never actually happens, the Skeleton Farmer's only interesting if you're trying some kind of weird plant-based build for Soma.

Type: Enchant Soul**Lvl:** 1**Max #:** 0**MP Cost:** -**Location:** Garden of Madness

Another unique enemy, you'll only find the Skeleton Farmer in one of the western rooms of the Garden of Madness.

No. 25

The Creature



Early in the game, the Creature almost qualifies as a mid-boss. His punches can do a lot of damage, and just when you think he's slow, he'll dash forward to grab Soma's head. When you see the Creature, don't hold back; use your most high-powered Souls to drop him before he gets moving. The Bomber Armor and Skull Archer Souls work well against him.

N%: 8% Normal Item: Tinned Spinach HP: 150 EXP: 130 ATK: 32 DEF: 5 MP: 60
R%: 4% Rare Item: - Soul Drop Rate: 2% Hard: -

Soul **Regenerator** *Restore HP gradually*

Soma regenerates 1 HP a second.

This is what the Ouija Table would be like if it was practical. You'll probably get this too late in the game to make a difference in any of your boss fights, but once you have it, it's excellent for on-the-go healing during your exploration of the castle.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Wizardry Lab

If you run into a Creature at all, it's usually right next to a door. The best one to fight is on the west side of the Wizardry Lab, in the same room as the gate to the Subterranean Hell.

No. 26

Catoblepas



You can stand on top of a Catoblepas without taking damage. If you fight one, try to wait until it turns its back before you attack. Its petrifying breath can ruin your day, especially if it's not alone.

N%: 8% Normal Item: Milk HP: 70 EXP: 85 ATK: 26 DEF: 8 MP: 30
R%: 4% Rare Item: Meat Soul Drop Rate: 15% Hard: -

Soul **Stone Breath** *Breathe clouds of petrifying gas*

A cloud of petrifying gas emerges from Soma's hand.

There aren't a lot of enemies that can be petrified, but this is fun to play with nonetheless. It'd be better if its range was longer, though.

Type: Guardian Soul

Lvl: 3

Max #: 0

MP Cost: 15/second

Location: Garden of Madness

Find one of the vertical rooms where you face a Catoblepas immediately upon entering; there are a few different ones. Kill it as quickly as you can, exit, and repeat.

No. 27

Ghoul



The Zombie's big brother, Ghouls aren't a major threat. They often appear in a room with other, larger enemies, to serve as a distraction. Once you've gotten their Soul, go back and hunt Ghouls to stock up on Rotten Meat.

N%: 8% Normal Item: Rotten Meat HP: 20 EXP: 10 ATK: 20 DEF: 0 MP: 1
R%: 4% Rare Item: Pendant Soul Drop Rate: 2% Hard: Attacks gain knockback attribute

Soul **Demon Stomach** *Eat food that is normally unpalatable*

While equipped, you can eat and gain HP from inedible items like Rotten Meat.

Given how often undead enemies, such as Zombies and Ghouls, drop spoiled food, this is surprisingly useful. Rotten Meat and the Rusty Food Tin are both potent healing items when you've got Ghoul equipped.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Subterranean Hell

The Ghoul's probably the most frequently-encountered enemy in the game, but they're particularly fecund down here. Pick a room at random, and there are probably Ghouls spawning from its floor.

No. 28

Corpseweed



A Corpseweed is nearly indistinguishable from an Une until it sprouts. Once the vine's appeared, the only vulnerable portion of the Corpseweed is its head. Just before or after it sprouts, you can easily destroy it with fire attacks.

N%: 8% Normal Item: - HP: 43 EXP: 55 ATK: 24 DEF: 0 MP: 1
R%: 4% Rare Item: - Soul Drop Rate: 32% Hard: -

Soul **Corpseweed Familiar** *Summon Corpseweed as a familiar*

A Corpseweed grows out of Soma's back. It drools poison from its mouth, damaging enemies that get too close.

This is possibly the worst of the familiars. The Corpseweed's poisonous spit is slow, does little damage, and can only hit an area a short distance in front of Soma. It always faces in the direction Soma was facing when he summoned it, so don't use it if you plan on... uh... turning around.

Type: Guardian Soul

Lvl: 9

Max #: 0

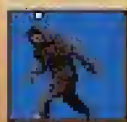
MP Cost: 3/second

Location: Garden of Madness

There's a particular room in the Garden of Madness where two Corpseweeds sprout as soon as you enter. This is an ideal place to farm them.

No. 29

Yeti



The Yeti's not much for fighting, and will run away if it's given the opportunity. If it's appeared at all, it's standing on top of a plate of beef curry, so follow up that attack with a powerful melee weapon or a damaging Guardian Soul like Gergoth. (See The Hidden Monsters, pg. 242.)

N%: 8% Normal Item: - HP: 200 EXP: 200 ATK: 40 DEF: 0 MP: 100
R%: 4% Rare Item: Pitch Black Sult Soul Drop Rate: 64% Hard: -

Soul **Winter Memories** Create a white orb of dark power that grows as it rolls

A snowball appears by Soma's feet. As long you hold down R and keep moving in one direction, the snowball will keep growing, doing increasing amounts of damage to anything you roll over.

For as much of a pain as it is to get the Yeti out of hiding, you'd expect its soul to be a force to be reckoned with. It is not. It's pretty ineffective, and even at its largest, it doesn't do much damage. We suspect that it's a private joke.

Type: Guardian Soul

Lvl: 1

Max #: 0

MP Cost: 10/second

Location: Lost Village

Like the Mothman, the Yeti has a high drop rate, but it's not guaranteed. Be prepared to fight him repeatedly for his Soul.

No. 30

Tombstone



The first time you see a Tombstone, you'll probably mistake it for part of the background. Smash it to bits with a Mace or Axe before it has the chance to chase after you.

N%: 8% Normal Item: - HP: 30 EXP: 48 ATK: 25 DEF: 10 MP: 1
R%: 4% Rare Item: - Soul Drop Rate: 4% Hard: -

Soul **Resist-Stone** Nullify petrification

Grants immunity to petrification.

You'll want this when you enter the Clock Tower, and in certain areas of the Subterreanean Hell. Not many enemies can inflict petrification, but one of them--the orange Medusa Head--is a near-constant concern.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Dark Chapel

The hallway that you pass through with the Puppet Master Soul on the way to the Condemned Tower has a Tombstone in it. You can easily and repeatedly defeat him until you get the Soul you need.

No. 31

Ghost Dancer



The Dancers fly back and forth within a predetermined pattern, occasionally parting to dance separately. If you destroy either of them, both will disappear. They aren't much to speak of on their own, but they're usually used as cover for other monsters.

N%: 8% Normal Item: Tea

HP: 18

EXP: 53

ATK: 24

DEF: 0

MP: 50

R%: 4% Rare Item: -

Soul Drop Rate: 12% Hard: -

Soul **LCK Boost** *Raise LCK*

Soma gets a +2 bonus to his LCK for every Ghost Dancer Soul he has.

Until you get the Soul Eater Ring, having a high LCK is the best way of getting enemies to drop souls or items.

Type: Enchant Soul**Lvl:** 9**Max #:** 0**MP Cost:** -**Location:** The Dark Chapel

There are about nine Ghost Dancers in the main room of the Dark Chapel, supported by Amalaric Snipers. It's easier to hunt them here, rather than mixing it up with the assorted other enemies in the Demon Guest House.

No. 32

Flying Humanoid



The Flying Humanoid cannot damage you and in fact, doesn't attack. You can only interact with it by means of the Mandragora Soul. (See The Hidden Monsters, pg. 242.)

N%: 8% Normal Item: -

HP: 1

EXP: 1

ATK: 0

DEF: 0

MP: 30

R%: 4% Rare Item: -

Soul Drop Rate: 100% Hard: -

Soul **Blessed Wings** *Raise INT and LCK*

Soma is blessed with greater INT and LCK for a short period of time. This is handy if you're soul/item hunting, but it eats MP like crazy. Once it's activated, it cannot be prematurely shut down by any means short of swapping out your Guardian Soul.

Type: Guardian Soul**Lvl:** 1**Max #:** 0**MP Cost:** 15/second**Location:** Cursed Clock Tower

One of the three hidden monsters, the Flying Humanoid is fluttering around in the distant background outside Zephyr's lair. Use a Mandragora Soul to destroy it. (See The Hidden Monsters, pg. 242.)

No. 33

Mini Devil



When the Mini Devil first appears, it'll run away from you, but it'll return soon enough to attack with a bladelike gust of wind. It stops moving while it's prepping that attack, which'll give you all the opportunity you need to nail it.

N%: 8% Normal Item: -

HP: 20

EXP: 66

ATK: 25

DEF: 0

MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 20% Hard: -

Soul Mini Devil Familiar - *Summon Mini Devil as a familiar*

Soma summons a Mini Devil as a familiar. Probably the game's most useful familiar, the Mini Devil follows Soma and launches energy blasts that home in on the enemy's location. The Mini Devil's damage per blast is pretty weak, but it has an absurdly low MP cost. It's good for clearing out rooms crowded with weak enemies like Ghosts and Medusa Heads. At early levels the Mini Devil looks exactly like the Mini Devil enemy you fight, but if you get nine Mini Devil souls your familiar will transform into a sexy demon-pixie that launches large red energy blasts. At this level, the Mini Devil becomes great for accompanying you on castle explorations.

Type: Guardian Soul

Lvl: 3

Max #: 0

MP Cost: 5/second

Location: Dark Chapel

The "bell tower" room in the northeast corner of the area is a perfect place to get a big stack of Mini Devil souls.

No. 34

Quetzalcoatl



This little guy is why grenade-style Bullet Souls were invented. You can only stop a Quetzalcoatl with a couple of hits to the head, and its speed makes that a tricky proposition. Thus, haul out something like the Mandragora and just take out half the room.

N%: 8% Normal Item: -

HP: 62

EXP: 120

ATK: 32

DEF: 0

MP: 1

R%: 4% Rare Item: Biker Jacket

Soul Drop Rate: 16% Hard: -

Soul Quetzalcoatl Familiar - *Summon Quetzalcoatl as a familiar*

Soma summons a Quetzalcoatl as a familiar.

The Quetzalcoatl is almost as good as the Mini Devil, but the Souls are harder to come by and the familiar version is much less efficient. When summoned, the Quetzalcoatl will fly around in a circular pattern and damage enemies with its body. The main thing in Quetzalcoatl's favor is its size, which lets it easily multi-hit large enemies, and it gets bigger as you level it up. Unfortunately, for the MP it consumes, you have better ways of doing damage.

Type: Guardian Soul

Lvl: 9

Max #: 0

MP Cost: 5/second

Location: Dark Chapel

After your first encounter with Dmitri, a Quetzalcoatl will appear in the room where you fought him. It spawns directly in front of either door, so you can easily tag it right in the face upon entry with a suitably fast-moving Bullet Soul. The Killer Clown works well. Just enter, fire, leave, and repeat.

No. 35

Treant



Like the Golem, but much more flammable, the Treant's only dangerous if you stick around and let it try to kick you.

N%: 8% Normal Item: -

HP: 128 EXP: 150 ATK: 40 DEF: 0 MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 8% Hard: Everything becomes gold

Soul **Healing Forest** *Increase MP recovery speed*

Soma regenerates MP at a faster rate.

This is no Chaos Ring, but it'll tide you over until you get one. You can get it really early in the game, too. Having a Treant around makes the entire game much easier by letting you use your Tactical Souls more freely.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Garden of Madness

There are two Treants outside the Save Room underneath Dario's lair. Take a Bomber Armor Soul to them until they cough a Soul up.

No. 36

Amalaric Sniper



The Sniper will only usually fire if you give it a few seconds to draw a bead on you. If you don't give it that time, then it'll be a big, flying target.

N%: 8% Normal Item: -

HP: 99 EXP: 84 ATK: 32 DEF: 0 MP: 100

R%: 4% Rare Item: Chakram

Soul Drop Rate: 28% Hard: -

Soul **Summon Archer** *Summon an archer to support you*

The Sniper appears behind Soma and fires an arrow straight forward.

Higher levels let you bring out more Snipers, and thus fire more often. The arrow can be stopped by walls, but not by enemies, and it does an impressive amount of damage. The startup time limits its effectiveness, though.

Type: Bullet Soul

Lvl: 3

Max #: 2

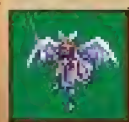
MP Cost: 25/use

Location: The Dark Chapel

Alphabetically speaking, we're not exactly starting off with a bang here. The Snipers only spawn in one place--the main area of the Dark Chapel--so you don't have much of a choice as to where to find them.

No. 37

Valkyrie



This lovely lady is the queen mother of the "fly up outside your range" school of aerial combat. The best thing you can do is nail her before she sees you and leaves the screen; otherwise, she'll keep coming after you with diving pokes from her lance.

N%: 8% Normal Item: Breatplate

HP: 70

EXP: 90

ATK: 34

DEF: 0

MP: 20

R%: 4% Rare Item: Pancake

Soul Drop Rate: 4% Hard: -

Soul — **Valkyrie Form** *Transform into a Valkyrie and charge at foes.*

Soma transforms into a Valkyrie and rushes at enemies with a lance until you release the R button.

This is not really useful at all. The Valkyrie doesn't do a lot of damage and can only charge straight forward, like a wussy version of the Barbariccia. Soma makes an awful cute Valkyrie, though.

Type: Guardian Soul

Lvl: 1

Max #: 0

MP Cost: 30/second

Location: The Dark Chapel

You can go after a Valkyrie while you're dispatching Great Armors, as one's walking around one screen west of them. Run in, defeat her, then head back the other way to take out the Armors.

No. 38

Great Armor



Here's where things get interesting. The Great Armor is a powerful opponent with lots of DEF and a distressing habit of stepping on you, but it's slow and doesn't have as many HP as you'd think it would. Use blunt attacks or lightning-based Bullet Souls to take it out.

N%: 8% Normal Item: Ring Mail

HP: 115

EXP: 160

ATK: 45

DEF: 10

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 24% Hard: -

Soul — **Great Armor Familiar** *Summon Great Armor as a familiar.*

The Great Armor appears behind Soma, and attacks whenever Soma does. Its sword pokes are fast and do okay damage.

This is one of the better familiar Souls, although that's not saying much.

Type: Guardian Soul

Lvl: 1

Max #: 0

MP Cost: 5/second

Location: The Dark Chapel

The Amalaric Sniper-infested main room of the Chapel has a northwestern exit that'll lead you to a hall with two Great Armors. The only question is how you're going to deal with them. The Bomber Armor Bullet Soul seems to be the most efficient way to take them out, although it eats MP like candy and you'll need to power it up to level 3.

No. 39

Killer Doll



The Killer Doll can inflict Curse status if it touches Soma. They're harder to avoid than you'd think, owing to an unpredictable movement pattern and their habit of spawning in small rooms.

N%: 8% Normal Item: -

HP: 90

EXP: 70

ATK: 34

DEF: 0

MP: 444

R%: 4% Rare Item: -

Soul Drop Rate: 4% Hard: -

Soul Resist-Curse Nullify curses

Soma becomes immune to curses:

This might come in handy if you're having trouble with Curse-inflicting opponents like the Dolls themselves. Curse status is kind of rare, though, especially outside of the Demon Guest House, so this'll gather dust most of the time.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Demon Guest House

The room where you find Magic Seal 3 is infested with Killer Dolls. You can just run in and out blasting them with Mandragora until one of them finally yields up a Soul.

No. 40

Waiter Skeleton



The real trick is beating the Waiter Skeleton before it smashes itself to pieces on the nearest wall. To do that, you can freeze it in place with the Zephyr Bullet Soul, or nail the Skeleton with fast-moving attacks like the Killer Clown Soul.

N%: 8% Normal Item: -

HP: 60

EXP: 60

ATK: 40

DEF: 0

MP: 1

R%: 4% Rare Item: Beef Curry

Soul Drop Rate: 16% Hard: -

Soul Delicious Curry Serve delicious curry

Soma tosses a plate of hot beef curry. At higher ranks, the size of the plate increases, until you are hitting people with what appears to be an entire dinette set.

This is mostly useful for getting the Yeti to come out of hiding, but it's oddly effective in its own right. An enemy who stands on the plate of curry will take a frankly ridiculous amount of fire damage. Spicy!

Type: Bullet Soul

Lvl: 3

Max #: 1

MP Cost: 9/use

Location: Silenced Ruins

There are two Waiter Skeletons standing just outside the connecting passage between the Subterranean Hell and the Silenced Ruins. They'll obligingly respawn in this area, and it's easy to nail them before they realize you're there.

No. 41

Persephone



There's not much a Persephone can do if you aren't standing right in front of her. Her kung fu is supreme, yes, but it doesn't do her much good if you're across the room throwing things at her.

N%: 8% Normal Item: Silk Robe

HP: 140

EXP: 82

ATK: 38

DEF: 0

MP: 2

R%: 4% Rare Item: Strawberry

Soul Drop Rate: 24% Hard: -

Soul — **Magic Vacuum** *Enables a magic vacuum. Vacuums up enemy HP*

Soma conjures up an HP-sucking vacuum. If it hits an enemy, the enemy takes damage and Soma's healed for 2 HP. At higher levels, Soma gets back more HP per hit; at level 3, the vacuum's held by a demon maid.

The Persephone's damage is minor, but helps when you're in melee. The real benefit of Persephone is that the vacuum sucks up many projectiles in the area, like small fireballs, which completely defangs many enemies. Even if the vacuum won't grab a given projectile, the demon maid can block it.

Type: Guardian Soul

Lvl: 3

Max #: 0

MP Cost: 5/second

Location: Demon Guest House

Check the bedrooms off the southern ballroom to find a Persephone. She's alone and she's close to a door. It doesn't get much better than this.

Note that Persephone becomes paralyzed if you use the Persephone Guardian Soul in her presence.

No. 42

Witch



The Witch will hover far overhead, blasting you with homing bursts of magic. If you can double-jump, that's no problem, but until that point, you'll want to use anti-air Souls to take her out of the sky.

N%: 8% Normal Item: Mage Robe

HP: 78

EXP: 86

ATK: 34

DEF: 0

MP: 100

R%: 4% Rare Item: Cream Soda

Soul Drop Rate: 24% Hard: -

Soul — **Homing Shots** *Launch magic shots that track targets*

Fires a homing blast of magic.

The Witch Soul's blast can adjust its own targeting, which makes it great against Fleamen and other small, hard-to-hit opponents. It's also decent if there's an enemy just above or below you, and it'll pass through walls.

Type: Bullet Soul

Lvl: 3

Max #: 2

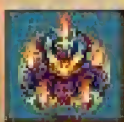
MP Cost: 20/use

Location: Dark Chapel

Witches are hard to hunt because you'll only ever see one at a time. One appears with a few Ghosts in an area not far from Dmitrii's boss room; you'll find it pretty easy to run in and kill her repeatedly.

No. 43

Buer



You'll usually be made aware of a Buer's presence in an area when it rolls over your head. They're hard to dodge, but they move predictably.

N%: 8% Normal Item: -

HP: 84

EXP: 85

ATK: 38

DEF: 0

MP: 120

R%: 4% Rare Item: -

Soul Drop Rate: 32% Hard: -

Soul **Circle Fire** *Wear a cloak of tumbling fire*

A pair of fireballs orbit Soma. At higher levels, you'll get more fireballs in the pattern; once it's maxed, Soma has five fireballs surrounding him.

Buer's a nice Tactical Soul in theory, but the only chance the game gives you to use it well is the fight against Gergoth. Otherwise, Buer's just not worth the cost. If something's close enough to get hit by the fireballs, they aren't powerful enough to make a real difference. It's good for intercepting destructible projectiles like Death's scythes, though.

Type: Guardian Soul**Lvl:** 5**Max #:** 0**MP Cost:** 10/second**Location:** **Condemned Tower**

The easiest place to hunt the Buer is in the Condemned Tower. Two Buers are rolling around in the western room that connects to the locked door to the Pinnacle. If you enter that room—the one where you'll eventually use the Tower Key to unlock the door—and come back out, a Buer will helpfully roll right by you, ripe for the plucking.

No. 44

Lilith



Lilith's kisses cause Curse status, and the lady herself has a habit of backdashing away from your attacks. The backdash actually represents an invincibility window, so long-ranged melee weapons still won't work. You're better off uncorking a Bullet Soul on her, which she won't try to dodge.

N%: 8% Normal Item: Coffee

HP: 73

EXP: 98

ATK: 36

DEF: 0

MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 12% Hard: -

Soul **INT Boost** *Increase INT*

Soma gets a +2 INT bonus for every Lilith Soul he has.

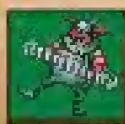
This isn't useful unless you rely entirely on your Souls for dealing damage. It'd be worth using in a magic-heavy character build.

Type: Enchant Soul**Lvl:** 9**Max #:** 0**MP Cost:** -**Location:** **Demon Guest House**

There are quite a few Lilith (Lilim?) in the Guest House, and a few of them spawn near doors.

No. 45

Killer Clown



The Killer Clown will attack by throwing a spray of three cards at you, which will fly towards your position. It's easy to watch them, figure out when they're about to be thrown, and jump over them. Once you've got the timing of its cards down, the Killer Clown becomes one big target.

N%: 8% Normal Item: Hamburger HP: 160 EXP: 160 ATK: 42 DEF: 0 MP: 1
R%: 2% Rare Item: Three 7's Soul Drop Rate: 24% Hard: -

Soul Trickster *Throw cards as weapons*

Soma tosses a playing card straight forward. More souls add to the damage.

This is the "Dagger" of DoS, but better. The card deals a startling amount of damage and flies quickly, but it cannot penetrate walls, and it stops after striking its target. Its high flight speed and damage make it useful in all sorts of situations, like when you're hunting Waiter Skeletons.

Type: Bullet Soul

Lvl: 9

Max #: 2

MP Cost: 21/use

Location:

Demon Guest House

All of the rooms in the Demon Guest House are lousy with these guys. Find a room where a Killer Clown is right by the door, then just run in and out of the room as you kill him. It can take awhile, but eventually you will have nine Killer Clown Souls.

No. 46

Skelerang



Nail the Skelerang before it throws its boomerangs. They move fast enough and take up enough room that if you're onscreen when they are, you'll get nailed.

N%: 8% Normal Item: Boomerang HP: 32 EXP: 50 ATK: 29 DEF: 0 MP: 1
R%: 4% Rare Item: - Soul Drop Rate: 12% Hard: -

Soul Rapid Fire Shots *Enhance throwing ability*

With this Soul equipped, thrown weapons like the Chakram do 150% damage.

Unless you're challenging yourself with a bizarre character build, thrown weapons aren't very useful. As such, you won't get much use out of the Skelerang Soul. It's not bad if you pair it with a Throwing Sickle, admittedly, but there are much better things that you could be doing with your Enchant Soul slot.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location:

Garden of Madness

Just dash up and down one of the vertical rooms that the Skelerangs share with Unes. You'll have a Soul in no time.

No. 47

Fleaman



Another Castlevania classic, the Fleaman's big advantages are its small size and high mobility. Try using a Great Sword to maximize your hit zone, or blow Fleamen away with the Witch Bullet Soul.

N%: 8% Normal Item: Kung Fu Suit HP: 15 EXP: 25 ATK: 35 DEF: 0 MP: 5
R%: 4% Rare Item: - Soul Drop Rate: 24% Hard: -

Soul Hopping Man *Summon Fleaman*

Soma throws a Fleaman, which bounces across the floor.

A Fleaman can be useful in the situations where a ground-wave attack is appropriate, and will bounce off of walls he encounters. He's also pretty damage-efficient. He's useful early in the game.

Type: Bullet Soul

Lvl: 9

Max #: 1

MP Cost: 8/use

Location: Condemned Tower

Two Fleamen spawn in one of the higher rooms on the Tower, which makes them easy pickings. You could theoretically let the Wakwak Tree drop an infinite number of Fleamen and get their Soul that way, but we've never seen a Wakwak Fleaman give up a Soul.

No. 48

Devil



The weakest of the giant demons, the Devil's still a handful. Use whatever sources of Holy damage you've got, like the Erinyes Bullet Soul, and try to drop the Devil before it can fly upward. If it's allowed to start its usual attack pattern, it'll only come onscreen to quickly dropkick you in the face.

N%: 8% Normal Item: Mind Up HP: 113 EXP: 178 ATK: 44 DEF: 0 MP: 666
R%: 4% Rare Item: Skull Necklace Soul Drop Rate: 24% Hard: -

Soul Demonic Contract *Enter a pact with the devil to sharply raise STR*

Soma's STR increases for a limited time, but he takes 10 HP of damage a second while the Soul is in operation.

This is rather aggressively worthless. You'll kill yourself with damage before the STR boost does you much good.

Type: Guardian Soul

Lvl: 1

Max #: 0

MP Cost: 10/second

Location: Cursed Clock Tower

There's a tiny room in the Clock Tower that's inhabited entirely by a single Devil.

No. 49

Guillotiner



The two halves of the Guillotiner are joined; if one dies, they both do. In either case, they aren't really a going concern; you really have to be asleep at the wheel to get caught between the Guillotiner's parts.

N%: 8% Normal Item: -

HP: 80 EXP: 134 ATK: 46 DEF: 0 MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 32% Hard: -

Soul Flying Guillotine *Summon a guillotine from hell*

The Guillotiner appears a short distance away from Soma and closes.

An enemy caught in the Guillotiner's jaws will take serious damage. Once you practice a bit and get its range down, this is an excellent one-hit kill against a surprisingly large number of standard enemies.

Type: Bullet Soul

Lvl: 3

Max #: 2

MP Cost: 24/use

Location: The Pinnacle

Almost all of the vertical rooms in this area of the castle are infested with Guillotinners, but there's one room in particular that's not far from the Pinnacle's Teleport Room and infested with three of them. Just clear this room out repeatedly and you'll get Guillotiner Souls soon enough.

No. 50

Draghignazzo



This nearly-unspellable spear-wielder is part of a family with the Barbariccia and the Malacoda. It represents the middle child of the group. Wait for it to dive at you with its spear, then duck underneath it and counterattack.

N%: 8% Normal Item: Katana

HP: 48 EXP: 113 ATK: 36 DEF: 0 MP: 234

R%: 4% Rare Item: -

Soul Drop Rate: 8% Hard: Attacks gain knockback attribute

Soul Braveheart *Raise resistance to flinching upon taking damage*

Soma no longer flinches when he takes damage, whether he's standing, running, or in midair.

This is handy for all those times when the air's full of annoying flying monsters and you're trying to jump somewhere, or if you're trying to fight a Final Guard and he keeps knocking you away. Soma still takes the damage, however, so you'll want to keep an eye on his HP.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Condemned Tower

There are several rooms at the base of the tower that are occupied by lone Draghignazzos. Equip the Axe Armor Soul and go to town on them.

No. 51

Needles



When you're underwater, Needles are like a spike trap that you can destroy. They're barely worth dodging, let alone killing, but they do represent free EXP.

N%: 8% Normal Item: Meat

HP: 30

EXP: 10

ATK: 40

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 20% Hard: -

Soul **Needle Familiar** *Summon needle as familiar*

Soma summons a Needles as a familiar. Higher levels summon additional Needles.

You have to power Needles up to its second power level before it's even close to useful. It does a lot of damage when enemies hit it, but since Needles trails behind Soma, they rarely do. However, you can couple Needles with the Fish Head Soul and create a sea life apocalypse (see pg. 246).

Type: Guardian Soul**Lvl:** 3**Max #:** 0**MP Cost:** 3/second**Location:** Subterranean Hell

This area is lousy with Needles enemies, but there's a short vertical room occupied only by Needles. Clear it out until you have as many Souls as you want.

No. 52

Hell Boar



The Slaughterer's big brother, with a potent uppercut and a vicious vertical fireball attack, the Hell Boar is not to be trifled with. Stay back, so it'll have to rely on its fireball, and pelt it with ranged weaponry.

N%: 8% Normal Item: Hot Dog

HP: 149

EXP: 146

ATK: 49

DEF: 0

MP: 30

R%: 4% Rare Item: -

Soul Drop Rate: 16% Hard: -

Soul **Max Upper** *Knock down enemies with power-packed uppercuts*

Soma throws a short-range, high-damage uppercut.

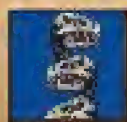
The Hell Boar soul has a slightly shorter startup and longer recovery time than the Slaughterer soul, but it does about 25% more damage. Use the Werewolf Guardian Soul to improve its range.

Type: Bullet Soul**Lvl:** 1**Max #:** 1**MP Cost:** 15/use**Location:** Dark Chapel

There's a room toward the bottom part of the Chapel that is inhabited only by a typical horde of Ghouls and a Hell Boar that's not far from the door. Run in, kill the Boar, then run back out. Keep going until you have all the Hell Boar souls you want.

No. 53

Bone Pillar



Yet another old-school monster, the Bone Pillar's been more lethal than this. If a stack of 'em manage to get their fireballs off, you'll be one hurtin' puppy, but you can easily destroy Bone Pillars with flame-based or bludgeoning attacks.

N%: 8% Normal Item: -

HP: 50 EXP: 10

ATK: 32

DEF: 15

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 4% Hard: -

Soul CON Boost *Increase CON*

Soma gains a +2 CON bonus for each Bone Pillar Soul in his possession.

The CON boost will slightly boost Soma's DEF (+1 DEF for each Bone Pillar Soul in his possession). By the point in the game where you're encountering Bone Pillars, even a +9 DEF bonus isn't enough to recommend the Bone Pillar over the other Enchant Souls.

Type: Enchant Soul

Lvl: 9

Max #: 0

MP Cost: -

Location: Demon Guest House

In the northwest corner of the Demon Guest House, past the piano, there are approximately a gazillion Bone Pillars all packed into one room. Have fun, kids!

No. 54

White Dragon



Like the White Dragons of past Castlevanias, this one can only be taken down by a headshot. Unlike past White Dragons, this one is fond of vast gouts of flame that can do epic amounts of damage. Stand back until it lunges for Soma, then hit it in the head a couple of times while it's at full extension.

N%: 8% Normal Item: -

HP: 90 EXP: 150

ATK: 41

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 16% Hard: -

Soul Flame Breath *Breathe fire*

A blast of flame emerges from Soma's outstretched hand.

You can hold down R to just keep throwing fire, which is always entertaining. Like the Catoblepas and Gorgon Souls, this has no range; unlike them, this does have serious damage potential.

Type: Guardian Soul

Lvl: 3

Max #: 0

MP Cost: 15/second

Location: Dark Chapel

The room where you picked up the Traveler Cape is as good a place as any for hunting White Dragons.

No. 55

Wakwak Tree



Hit the fruits before they sprout, or you'll be dealing with a bumper crop of annoying Fleamen. The sprouts on the Tree's branches are its weak spot, and as you might suspect, it's terribly vulnerable to fire. The only reason to wait around near one of these is if you're hunting Fleamen souls.

N%: 8% Normal Item: Amanita

HP: 600 EXP: 190 ATK: 43 DEF: 15 MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 20% Hard: -

Soul **Defender** *Lower STR and raise CON*

Soma's STR goes down but his CON goes up.

Lowering your STR might sound like a bad deal, but CON affects DEF too, so if you're looking to take less damage to get through a particularly tough spot, this may come in handy.

Type: Enchant Soul**Lvl:** 9**Max #:** 0**MP Cost:** -**Location:** Garden of Madness

It's not all that convenient, but it's the only game in town.

No. 56

Imp



Much like the Mini Devil, you'll need to use anti-air attacks to knock an Imp down. Its chief form of attack is to attempt to curse you, although the curse is actually somewhat pointless.

N%: 8% Normal Item: -

HP: 30 EXP: 66 ATK: 39 DEF: 0 MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 15% Hard: -

Soul **Astral World** *Create a space that inflicts spiritual damage*

For a short period of time after activation, Soma's attacks do spiritual damage.

This means that Soma will start attacking an enemy's MP instead of their HP, like *Aria of Sorrow's* Killer Mantle. Unfortunately, there aren't too many points in the game where this is useful. It'll dismantle an Iron Golem in a few hits, but even Iron Golems can now be defeated via more ordinary means.

Type: Bullet Soul**Lvl:** 1**Max #:** 1**MP Cost:** 50/use**Location:** Cursed Clock Tower

The area just underneath Zephyr's boss room, with the swinging pendulums, is infested with Imps. Kill them all, drop out of the room, hop back up and do it again.

No. 57

Harpy



If the Harpy stops moving around, it's about to throw a spray of feathers at you. Get further away or directly underneath it as soon as possible, then pluck this bird with whatever's handy.

N%: 8% Normal Item: -

HP: 80

EXP: 120

ATK: 42

DEF: 0

MP: 50

R%: 4% Rare Item: Pitch Black Sult Soul Drop Rate: 24% Hard: -

Soul — **Harpy Familiar** *Summon Harpy as a familiar*

Soma summons a much better-looking Harpy to serve as a familiar.

The Harpy will attack enemies with a rain of dartlike feathers. It's surprisingly powerful, given its cost, and can really add up some serious damage if you combo it with Soma.

Type: Guardian Soul**Lvl:** 3**Max #:** 0**MP Cost:** 5/second**Location:** Cursed Clock Tower

The hallway that leads from the Cursed Clock Tower to the Pinnacle is infested with Harpies. Head in with the Axe Armor Soul, clean it out, and repeat until you have nine.

No. 58

Barbariccia



Like Draghignazzo, but slower, weaker, and marginally easier to spell.

N%: 8% Normal Item: Blunt Sword

HP: 39

EXP: 89

ATK: 32

DEF: 0

MP: 123

R%: 4% Rare Item: -

Soul Drop Rate: 8% Hard: Attacks gain knockback attribute

Soul — **Ogre Form** *Transform into Barbariccia*

Soma transforms into a giant, spear-wielding blue ogre and rushes forward.

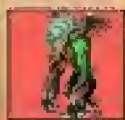
This works the same way as the Valkyrie Soul, but Soma's Barbariccia form is larger and stronger. It's fun to play with, and since Soma's invincible in Barbariccia form, you can use it to safely take down a few annoying enemies. It works well against Great Armors.

Type: Guardian Soul**Lvl:** 1**Max #:** 0**MP Cost:** 30/second**Location:** Garden of Madness

The Barbariccia lurks in the underground part of the Garden of Madness, in the hallways with the spiked deadfall traps. The lowest part of this area contains a room where a Barbariccia is hovering right in front of the door, behind a spike trap. As you come through the door, hop up and nail the Barbariccia with something like the Killer Clown Bullet Soul. You'll take it down in one shot, without having to dodge its spear or navigate a trap. Just be sure you don't accidentally leave the room before you get its Soul.

No. 59

Malachi



This is another monster that's tough enough to be a mid-boss. You won't be able to dodge the Malachi's globes of darkness without the Malphas Ability Soul, and if one connects, it'll keep hitting you until it rolls off of Soma. Fortunately, you don't encounter Malachis until well after you've fought Malphas. Up close, the Malachi will often go for a potent claw rake, but it telegraphs this by rearing back. Try to stay in close, baiting and dodging the claw rakes.

N%: 8% Normal Item: High Mind Up HP: 333 EXP: 356 ATK: 40 DEF: 9 MP: 999
R%: 4% Rare Item: - Soul Drop Rate: 8% Hard: -

Soul Evil Sphere *Summon a dark sphere that spews dark energy.*

Soma fires one of Malachi's swirling energy orbs.

For all the trouble this attack causes you in *Dawn of Sorrow*, it becomes pretty useless in Soma's hands. The long start-up time and slow projectile speed make it very hard to actually hit anything with the energy blasts. It also does crappy damage compared to a lot of the other Bullet Souls. If you peg a big, slow enemy with it, then hilarity will ensue.

Type: Bullet Soul

Lvl: 3

Max #: 1

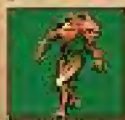
MP Cost: 44/use

Location: The Pinnacle

This one is easy. Two Malachi occupy one of the first rooms you enter in the Pinnacle, and there's a door just behind them. Do the usual rinse-and-repeat monster hunting until you've got all the Malachi souls you want. You can kill Malachi off easily with projectile Souls like the Killer Clown.

No. 60

Cave Troll



One of the most dangerous monsters in the game, the Cave Troll can come after you with its sticky tongue or a special field attack. In either case, uncork whatever you've got to take it down before it can get on top of you.

N%: 8% Normal Item: Paella HP: 98 EXP: 156 ATK: 30 DEF: 0 MP: 20
R%: 4% Rare Item: - Soul Drop Rate: 32% Hard: -

Soul La-La-La *Attack by lashing out the tongue*

Soma attacks with his newly sticky tongue.

There are quite a few things we could say here, but we'll stick with the obvious. For as big of a handful as Cave Trolls are, their soul's pretty worthless; it combines the major drawback of the Succubus and Hell Boar souls with a seriously high ick factor. (Dude, you just licked a zombie.) It does hit several times, though, for what that's worth.

Type: Bullet Soul

Lvl: 9

Max #: 1

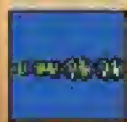
MP Cost: 8/use

Location: Wizardry Lab

It's a dangerous proposition, but there are two Cave Trolls in the same room as the gate that connects the Lab to the Garden of Madness.

No. 61

Larva



There's not much to these things. They're usually placed near the ceiling of a room to impede your ability to jump around. Smack it in the head 'til it goes away.

NP: 8% Normal Item: -

HP: 49

EXP: 76

ATK: 41

DEF: 0

MP: 1

RP: 4% Rare Item: -

Soul Drop Rate: 24% Hard: -

Soul **Summon Larva** *Summon Larva*

A Larva appears and flies straight forward.

Another nice, inelegant forward-blast with high damage potential, the Larva's just good enough to be worth using, but lacks anything special that'd make it truly worthwhile.

Type: Bullet Soul**Lvl:** 3**Max #:** 1**MP Cost:** 25/use**Location:** Silenced Ruins

The first thing you encounter when you step into the room just outside the Silenced Ruins' Teleport Room is a Larva. Kill it fast, dash out, and then do it all over again. Don't spend time killing the other enemies unless you happen to need their Souls.

No. 62

Heart Eater



If you see a Heart Eater, it's probably already trying to eat your head. They damage your HP and MP simultaneously, and move remarkably quickly. Fortunately, they aren't tough, so once you draw a bead on them, they've had it. Use whatever Souls you want, regardless of their MP cost, as Heart Eaters drop about a dozen Small Hearts when they die.

NP: 8% Normal Item: Noodles

HP: 87

EXP: 102

ATK: 45

DEF: 0

MP: 1

RP: 4% Rare Item: Heart Pendant

Soul Drop Rate: 8% Hard: -

Soul **Heart Up** *Obtain more hearts*

This increases the likelihood that a defeated enemy will drop Hearts.

This isn't a bad soul, per se. It's just outshone by the other souls in its category. There are much better ways in which to utilize your Enchant Soul slot, and by the time you run into a Heart Eater, you'll have most of them.

Type: Enchant Soul**Lvl:** 9**Max #:** 0**MP Cost:** 0/use**Location:** The Abyss

As you're heading up the large vertical passage underneath the Lost Village, there's a side hall that leads back into the Wizardry Lab. This side hall is one of two places in the game where you can find Heart Eaters, and it's the only place where you can find more than one.

No. 63

Merman



These are oddly irritating, especially when compared to the cannon fodder they were in past games. When they pause and look at you—the player, not Soma—they're about to cut loose with a fast fireball. You can duck under that, thankfully. One shot from any weapon should make a Merman into fishsticks.

N%: 8% Normal Item: -

HP: 45

EXP: 60

ATK: 36

DEF: 0

MP: 10

R%: 4% Rare Item: -

Soul Drop Rate: 32% Hard: -

Soul - **Water Spray** - *Shoot a stream of water*

Soma fires a short-ranged, narrow blast of water. Greater levels decrease the startup time.

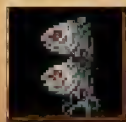
The significant startup time is partially compensated by the Merman Soul's damage factor and range. Just the same, it's not great, and even at max ranks, it leaves you open for a second while Soma recovers. It's mostly useful for attacking fire-based opponents like the Flame Demon.

Type: Bullet Soul**Lvl:** 3**Max #:** 1**MP Cost:** 10/use**Location:** Subterranean Hell

The Mermen have a couple of different spawn points through this area, and they just can't wait to give you their Souls. It's not hard at all to max out your supply. If you want to speed up the process, head to the southwest corner of the map via the spike room in Subterranean Hell. Here, you'll find a room packed with roughly a dozen Mermen. It's easy to destroy them en masse.

No. 64

Fish Head



You can deal with these in exactly the same way that you deal with Bone Pillars.

N%: 8% Normal Item: -

HP: 70

EXP: 15

ATK: 38

DEF: 20

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 10% Hard: -

Soul - **Head Throw** - *Throw Fish Head's head*

Soma tosses a roly-poly Fish Head.

This is a low-wattage variant on the Axe Armor soul. It's most useful if you pair it with the Needles (see pg. 246).

Type: Bullet Soul**Lvl:** 3**Max #:** 2**MP Cost:** 15/use**Location:** Subterranean Hell

You don't have a lot of options for hunting Fish Heads (eat them up, yum), but they're all over the place in the flooded room past Rahab's lair.

No. 65

Medusa Head



The blue ones will just damage you, but the orange ones can petrify Soma. In either case, Medusa Heads have been annoying gamers for well over twenty years. They're there to be avoided or countered as best you can, not to be fought.

N%: 8% Normal Item: -

HP: 1

EXP: 12

ATK: 32

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 2%

Hard: Becomes gold (turns to stone)

Soul Vector ZERO *Become capable of hovering in one location*

Hold down R to hang in mid-air.

You don't get much use out of this under ordinary conditions, but there are certain boss fights where the Medusa Head soul is invaluable. We'd go so far to say that you need this Soul before you can realistically take Death on.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: 10/second

Location: Cursed Clock Tower

These lovely ladies constantly come after you when you're in the Clock Tower. If you need help finding one, check to see if you're playing the right game.

No. 66

Ukoback



How hard it'll be to defeat Ukoback will depend on how soon you can fight it once you see one. If you can smack it down immediately upon entering a room, it'll be a piece of cake. If you let it run around for a few seconds planting firebombs everywhere, things will get difficult. You can get rid of its balls of flame by hitting them.

N%: 8% Normal Item: -

HP: 60

EXP: 98

ATK: 38

DEF: 0

MP: 50

R%: 4% Rare Item: -

Soul Drop Rate: 16%

Hard: Moves faster

Soul Flame Mine *Set fires*

Soma places a burning torch in midair. If it touches an enemy, it explodes for heavy fire damage. This Soul is fun to play around with, especially against fast-moving enemies like Fleamen.

Type: Bullet Soul

Lvl: 9

Max #: 3

MP Cost: 10/use

Location: Subterranean Bell

Hunting these guys is a total pain. Go over and up a room after exiting the Teleport Room, and you should be in a small room occupied by a single Ukoback. Beat the crap out of him until you get the Souls you want.

No. 67

Killer Fish



Just hit it. It's not a tricky creature.

N%: 8% Normal Item: -

HP: 99

EXP: 156

ATK: 44

DEF: 0

MP: 1

R%: 4% Rare Item: -

Salomon Meunier Soul Drop Rate: 16% Hard: -

Soul **Torpedo Fish** Launch torpedoes in water

Soma launches a fish-shaped torpedo that tears enemies apart. The Killer Fish does awesome damage when you're fighting enemies underwater, but can't be used in the other... 95% of the castle.

Type: Bullet Soul**Lvl:** 3**Max #:** 2**MP Cost:** 10/use**Location:** Subterranean Bell

There are a number of conveniently placed Killer Fish, but the best one for hunting purposes is one screen north and one screen east of the door to the Silenced Ruins.

No. 68

Mimic



This is just dirty pool. Every treasure chest that you find outside the Wizardry Lab or the Pinnacle is actually a Mimic. Their lunges are fast enough that they're hard to avoid, and you can't outrun a Mimic on your own. You'll want to nail it with a Bullet Soul before it animates.

N%: 8% Normal Item: -

HP: 108

EXP: 102

ATK: 39

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 8% Hard: -

Soul **Cash-Back** Gain money when taking damage

When enemies damage Soma, he drops money. The more damage, the more money he drops, to a maximum of \$500 per hit.

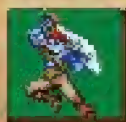
This is another proud graduate of the school of funny-yet-useless Soul design that brought you Yorick. Seeing enemies beat coins out of Soma is amusing, but you have to take a big chunk of damage to get a mediocre chunk of change. There are a lot of better ways to make more money, and those don't involve letting monsters beat Soma's face in.

Type: Enchant Soul**Lvl:** 1**Max #:** 0**MP Cost:** -**Location:** Demon Guest House

There's a single Mimic in one of the bedrooms located to the east of the ballroom. This is another area where you can abuse a handy door to force the Mimic to constantly respawn.

No. 69

Dead Pirate



Like it does with most undead, a good dose of fire will sort out a Dead Pirate in seconds. Otherwise, you'll have to get in close, and thus run the risk of being stabbed. Watch out for its heavily-telegraphed overhead slash, which is usually followed up by a flying chop.

N%: 8% Normal Item: Rusty food tin HP: 126 EXP: 180 ATK: 42 DEF: 0 MP: 1
R%: 3% Rare Item: Falchion Soul Drop Rate: 10% Hard: -

Soul **Backstab** *May cause greater damage on enemies attacked from behind*

Soma does double damage when attacking an enemy from behind.

This is fun if you want to pretend that Soma is a bad D&D LARPer. Shout "I BACKSTAB!" when you attack while using it.

The Dead Pirate Soul's also useful against giant monsters like Final Guards or Iron Golems, which can't easily turn around to swat you.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Subterranean Hell

This one's easy. Just find a room where the first thing you face is a Dead Pirate, and there are no annoying enemies like the Ukoback or Frozen Shade flying around. Duck in, kill Pirate, duck out, repeat until you have all the Souls you want.

The most convenient place for this is right outside the Hell's Teleport Room.

No. 70

Frozen Shade



Use the Persephone Soul to suck up all the Frozen Shade's projectiles, and it becomes a silly little floating woman that's barely worth paying attention to. If you don't have that Soul, you'll need to smack the Shade's icicles out of the air before you sort her out. Note that the icicles are still dangerous and will still fly at you, even if the Shade dies before she can fire them.

N%: 8% Normal Item: Ice Cream HP: 150 EXP: 190 ATK: 48 DEF: 0 MP: 120
R%: 4% Rare Item: Aquarius Soul Drop Rate: 16% Hard: -

Soul **Ice Blade** *Create a blade of ice that causes freezing*

Soma tosses a slow-moving ground wave of icicles. Higher ranks make the wave travel further.

This is best employed against ground-based enemies, who'll get locked down and hit repeatedly by the ice wave. It's not bad against Gergoth and other slow, ground-crawling bosses.

Type: Bullet Soul

Lvl: 3

Max #: 1

MP Cost: 25/use

Location: Subterranean Hell

Head one screen east of the test-your-strength puzzle (see Secrets, pg. 244) to find a room inhabited by a single Frozen Shade.

No. 71

Homonculus



You can't hit a Homonculus until it emerges from its odd little compartment. It'll come after you until it reaches the limit of its hose's extension, at which point you've got a few seconds of safety until the hose breaks. Try to take the Homonculus out of the picture before that happens.

N%: 8% Normal Item: -

HP: 104 EXP: 177 ATK: 42 DEF: 0 MP: 80

R%: 4% Rare Item: -

Soul Drop Rate: 32% Hard: -

Soul Capsule Monster #4 *Summon Homonculus*

Soma conjures a Homonculus, which'll skulk along the ground damaging anything it touches.

This is the same kind of soul as the Zombie, with the accompanying drawbacks. The Homonculus lasts longer than a Zombie, though, and does a lot more damage.

Type: Bullet Soul**Lvl:** 9**Max #:** 2**MP Cost:** 8/use**Location:** Garden of Madness

These guys inhabit a hidden area of the Wizardry Lab you can only enter by crossing Subterranean Hell's Spike Room (see pg. 74). Just wander back and forth through the first room of the area, and you should have a big stack of Homonculus Souls in no time.

No. 72

Disc Armor



These guys have always been a serious problem, and they're placed to take advantage of the local terrain. The best plan against them is to wait until they throw their disc, then run over and stand directly in front of the Disc Armor. You'll have a few seconds to beat on it before it thinks to toss another Disc. If you try to nail it at range, it'll figure out some way to bounce the Disc onto your face.

N%: 8% Normal Item: Scale Mail

HP: 100 EXP: 160 ATK: 43 DEF: 15 MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 24% Hard: -

Soul Death Saucer *Hurl a sharp-edged circular blade*

Soma whirls a sawblade around his outstretched hand.

Remember all the times that the Disc Armor's ripped you a new one? Well, Soma's disc can do the same thing to your enemies. The short range means it's best suited to close combat. It'll shred through standard enemies like a weedwhacker, and rips a good chunk out of the larger, slower bosses, too. The main thing going against it is the MP cost; you might want to try pairing it up with the Treant.

Type: Bullet Soul**Lvl:** 2**Max #:** 1**MP Cost:** 35/use**Location:** Condemned Tower

After you've defeated Gergoth, there's only one room the castle with Disc Armors in it. Of the two, the one that's higher up in the room is slightly easier to beat.

No. 73

Decarabia



Like Buers, but aquatic, the Decarabias are only encountered in one room in the Subterranean Hell. In that room, it's best to let them roll into the water near the southern exit, then drop things like Unes on them.

N%: 8% Normal Item: Boiled Starfish HP: 120 EXP: 140 ATK: 41 DEF: 0 MP: 120
R%: 4% Rare Item: - Soul Drop Rate: 32% Hard: -

Soul **Summon Decarabia** *Hurl a Decarabia*

Soma throws a miniature Decarabia, which rolls along the floor.

The Decarabia's nothing special. Hunting them down is a pain in the neck and you need a lot of them to make the Decarabia attack do much damage. You'll probably never use it, since you have similar-but-more-powerful Souls by the time you encounter it.

Type: Bullet Soul

Lvl: 9

Max #: 2

MP Cost: 20/use

Location: Subterranean Hell

As far as we know (and we know everything), the Decarabia only shows up in one room, and it's the flooded area just past Rahab's boss chamber.

No. 74

Dead Mate



You can instantly destroy a Dead Mate by killing its dog, but that won't get you any EXP or a chance at its Soul. You'll have to jump over the dog and attack the Mate itself to get anything out of it.

N%: 8% Normal Item: - HP: 212 EXP: 210 ATK: 50 DEF: 0 MP: 1
R%: 4% Rare Item: Pudding Soul Drop Rate: 32% Hard: -

Soul **Hellhound** *Summon a dog*

Soma summons an undead dog. At higher ranks, the dog sticks around longer and does more damage.

Upon appearing, the dog will head forward, hit the nearest wall, and head back, only stopping upon the end of its duration or if it runs out a door. It won't go up stairs or jump. It's one of the more powerful ground-hugging Bullet Souls, and the rebound factor makes it somewhat entertaining. For sheer damage potential, however, the Frozen Shade still has it beat.

Type: Bullet Soul

Lvl: 9

Max #: 2

MP Cost: 12/use

Location: Silenced Ruins

The Dead Mate only appears in two locations, and in either case, it's backed up by plenty of Ghouls. The upper of the two rooms doesn't have any Larva, so it's preferable. Remember, to get EXP or a Soul from the Dead Mate, you must attack the zombie itself. Don't hit its dog.

No. 75

Bugbear



A Peeping Eye with an electrified tail, the Bugbear is surprisingly dangerous. Nail it before it wakes up.

N%: 8% Normal Item: -

HP: 122 EXP: 180 ATK: 48 DEF: 0 MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 4% Hard: -

Soul Resist-Thunder *Gain resistance to lightning*

Soma becomes resistant to electricity.

Unless you're really getting slapped around by Rycuda, you don't need electricity resistance.

Type: Enchant Soul**Lvl:** 1**Max #:** 0**MP Cost:** 0/use**Location:** The Pinnacle

There are four Bugbears in a row in the chamber at the base of the stairs to Dario's boss room. You can take them all out before the first one's all the way off the ground.

No. 76

Procel



The top of any pool of water in the Subterranean Hell might be concealing a Procel. It'll usually rush across the surface at you, but sometimes opts to fire a burst of water from its mouth. It's got enough ATK to command respect.

N%: 8% Normal Item: -

HP: 81 EXP: 136 ATK: 53 DEF: 0 MP: 120

R%: 4% Rare Item: -

Soul Drop Rate: 8% Hard: -

Soul Water Free *Increase mobility in water*

Soma can move at full speed underwater.

This is likely to be a bit of a surprise, as an ordinary enemy doesn't often drop an Ability Soul. Its effect is fairly subtle.

Type: Ability Soul**Lvl:** 1**Max #:** 0**MP Cost:** 0/use**Location:** Subterranean Well

You can hunt for the Procel while you're dispatching Killer Fish and Frozen Shades, in the vertical hallway north of the gate to the Silenced Ruins. Run into one room, nail the Procel, drop down, kill the Fish, jump back out, run into the other room, dispatch the Frozen Shade, and so on.

No. 77

Bone Ark



If you destroy the Bone Ark's skeletons, it'll fall down; if you destroy the Bone Ark, but not the skeletons, they'll panic and run off. Either way, you'll want to attack the Bone Ark in between dodging its massive spheres of electricity. The Ark fires at where Soma's standing at the time, so it's easy to fake out; unfortunately, the size of the globes means it's still hard to avoid the blast.

N%: 8% Normal Item: -

HP: 160 EXP: 80

ATK: 35

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 3%

Hard: Fires two projectiles at once

Soul **First Class** *Summon a skeleton to provide transportation*

Soma summons a pair of skeletons to carry him around. Not only is this a stylish mode of transportation, but you're invulnerable while the skeletons are carrying you. You can use the Bone Ark to safely cross areas that're otherwise impassible, like the spike corridor in the Subterranean Hell (see pg. 74).

Type: Guardian Soul**Lvl:** 1**Max #:** 0**MP Cost:** 15/use**Location:** Silenced Ruins

You could also take on the two Bone Arks that appear in the Subterranean Hell, but it's easier to dodge the Ark's lightning spheres in the Silenced Ruins. There aren't Medusa Heads or Mermen spawning in the same room at the same time.

No. 78

Gorgon



It's a Catoblepas with halitosis. No big deal.

N%: 8% Normal Item: Milk

HP: 230 EXP: 280

ATK: 51

DEF: 15

MP: 30

R%: 4% Rare Item: Tasty Meat

Soul Drop Rate: 8%

Hard: -

Soul **Poison Breath** *Breathe a toxic gas*

A cloud of poison emerges from Soma's hand.

This is a fast way to damage an enemy that's vulnerable to Poison status, but as with the Catoblepas, its short range is a big point against it.

Type: Guardian Soul**Lvl:** 3**Max #:** 0**MP Cost:** 15/second**Location:** Silenced Ruins

There's only one of these guys in the game, so you don't have much of a choice. He's in a room near the entrance to the Ruins, accompanied by some Skeletons and Bats. Clear the room with Mandragora and repeat as necessary

No. 79

Alura Une



The Alura Une can use rose darts and powerful tendrils to make your life difficult if you try approaching her. Instead, opt to stand back a ways and unload on her with Gergoth or a ground-wave Bullet Soul. Alura only appears once, thankfully.

N%: 8% Normal Item: Grapes

HP: 600

EXP: 480

ATK: 53

DEF: 0

MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 20% Hard: -

Soul **Sweet Jail** *Summon Alura Une as a guardian*

Soma stands still and poses while Alura Une appears behind him. If anything draws near him, one of Une's tentacles swats it.

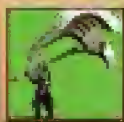
For sheer damage, this may be the best familiar out there, but it's hard to like a familiar that renders you unable to move. Alura Une is an excellent anti-air weapon, particularly against enemies like Valkyries and Devils that specialize in staying just outside of your vertical range.

Type: Guardian Soul**Lvl:** 9**Max #:** 0**MP Cost:** 10/second**Location:** Subterranean Hell

She spawns in a particular room of Subterranean Hell, so all you can really do is dash in, kill her with ground-wave Tactical Souls, then rush back out and try again if she doesn't drop her Soul. Despite her 20% Soul Drop Rate, you may want to wait until after you have the Soul Eater Ring simply because of all the trouble it takes to kill her.

No. 80

Great Axe Armor



As noted on pg. 83, the Great Axe Armor's scary, but has a big Achilles' heel. Just stand right in front of it, and its blade won't touch you. Now punch it out.

N%: 8% Normal Item: Tomahawk

HP: 250

EXP: 300

ATK: 60

DEF: 10

MP: 1

R%: 4% Rare Item: Chain Mail

Soul Drop Rate: 4% Hard: -

Soul **Giga Twister** *Perform a spinning sweep with a huge axe*

A giant battle axe appears above Soma and swings in a full circle.

This works a lot like the Red Minotaur Soul from *Aria of Sorrow*, but it's considerably less powerful. While the Great Axe Armor Soul does do tons of damage and hits anything in the same time zone as it, it doesn't hit the same target multiple times the way the Red Minotaur did.

Type: Bullet Soul**Lvl:** 9**Max #:** 1**MP Cost:** 60/use**Location:** Condemned Tower

There are only four Great Axe Armors in the whole castle, and after you beat Gergoth, there are three. The easiest one to fight is the one on the west side of the Condemned Tower, who's right next to a door. Walk in, punch it out with the Slaughterer Soul, walk back out, and repeat the process.

No. 81

Mothman



When you bring Mothman out to play, look out for the near-invisible pollen that drifts down from its wings. The Mothman itself is pretty fragile.

NP: 8% Normal Item: -

HP: 199 EXP: 355 ATK: 54 DEF: 0 MP: 80

RP: 4% Rare Item: -

Soul Drop Rate: 64% Hard: -

Soul **Sense Up** *Gain more experience points*

Soma gains more experience points.

With the Mothman Soul equipped, you'll get approximately 25% more experience points for each successful kill. When combined with the Shaman Ring, you'll get approximately 156% of a monster's usual EXP value.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: The Pinnacle

While Mothman has a high Soul Drop Rate, it's not guaranteed that he'll drop his Soul. You may need to fight him several times. Refer to the Secrets section for more details.

No. 82

Mushussu



The Mushussu is the Manticore v2.0, with a petrifying sting and a more powerful fireball.

NP: 8% Normal Item: Spaghetti

HP: 460 EXP: 399 ATK: 70 DEF: 8 MP: 100

RP: 4% Rare Item: -

Soul Drop Rate: 16% Hard: -

Soul **Poison Stinger** *Grow a poisonous tail*

Soma sprouts a poisonous scorpion tail.

This works exactly like the Manticore Soul, but it's poisonous and does more damage. This doesn't make it any more useful than the Manticore in the long run, though.

Type: Guardian Soul

Lvl: 9

Max #: 0

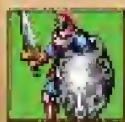
MP Cost: 5/second

Location: The Pinnacle

Just outside of the first Save Room for this area, there's a long hallway occupied by Dead Warriors and a lone Mushussu. Enter and exit it from the left-hand side once you've fought through it once, so you can focus on re-killing the Mushussu until you have a Soul.

No. 83

Dead Crusader



If the Crusader sees an attack coming, he'll block it with his shield. You can toss fireballs at him when he's just at the edge of the screen, attack him from below, or wait for him to turn his back before you pounce.

N%: 8% Normal Item: -

HP: 99

EXP: 195

ATK: 54

DEF: 0

MP: 1

R%: 4% Rare Item: Blocking Mail

Soul Drop Rate: 8% Hard: -

Soul Damage Cut Reduce the amount of damage from attacks

Soma takes 90% damage from any attack.

The Dead Crusader can come in handy when you're fighting bosses, or when you're in the Pinnacle for the first time and it's kicking your face in. Try equipping this when you don't have anything better to do with your Enchant Soul slot.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: The Pinnacle

There's one room halfway through the Pinnacle where you get to play with a Mushussu, an Alastor, and two Guillotiniers. Go one screen east from there, inch forward 'til you see the edge of the Dead Crusader's sprite, and launch a Flame Demon fireball at him. He'll go down without having the chance to raise his shield.

No. 84

Dead Warrior



The Warrior will run back and forth within a limited and constant space. Once you figure out what that space is, you can linger at one end or the other of its patrol route and smack it as it runs up to you.

N%: 6% Normal Item: Rice Ball

HP: 120

EXP: 188

ATK: 60

DEF: 0

MP: 100

R%: 4% Rare Item: Partizan

Soul Drop Rate: 8% Hard: -

Soul Quick Bullet Use Bullet-type souls while executing standard attacks

Soma can use Bullet-Type souls while executing normal attacks.

This isn't nearly as cool as it sounds. Unless you're using a super-slow weapon like the Axe or Mace, the effect's unnoticeable. There's probably some really sick combo that involves the Dead Warrior, but we haven't found it yet.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: The Pinnacle

On the battlements underneath the staircase that leads to your showdown with Dario, there are three Dead Warriors patrolling the path that leads to a Save Room.

No. 85

Erinyes



Like the Valkyrie, but more inclined towards direct action, the Erinyes will either rush you down with its lance or try to hit you with a short-ranged field attack. The latter is the more desirable of the two, since you can easily jump up and hit her with a Sword, Spear, or Katana.

N%: 8% Normal Item: Hauberk

HP: 200

EXP: 300

ATK: 68

DEF: 7

MP: 186

R%: 4% Rare Item: Malon

Soul Drop Rate: 8% Hard: -

Soul Holy Ray *Unleash divine energy that causes widespread damage*

Soma summons an angel to do holy damage within a wide area of effect.

This chews MP like candy, but does a substantial amount of bodily harm to anything within the angel's range. The closer an enemy is to the angel when you trigger the effect, the more likely it is to get hit twice.

Type: Bullet Soul

Lvl: 1

Max #: 1

MP Cost: 45/use

Location: Abyss

As long as you don't kill the Stolas, it'll produce as many Erinyes for you as you'd like. If you'd prefer a less potentially lethal hunting ground, attack the Erinyes in the mud pits near the Abyss's entrance.

No. 86

Succubus



If a Succubus is posing as Yoko, take a moment to warm up the most lethal attack you have and hit her with it. If she isn't, or once she's dropped the Yoko disguise, treat her like a powered-up Lilith; she'll backdash away from melee attacks, so press your assault with Bullet Souls.

N%: 8% Normal Item: Flame Necklace

HP: 182

EXP: 242

ATK: 59

DEF: 9

MP: 999

R%: 4% Rare Item: Pitch Black Sult Soul Drop Rate: 20% Hard: -

Soul Blood Sucker *Regain HP by drinking blood*

Soma rushes a very short distance forward. An opponent he hits will take heavy damage, and Soma will regain some HP.

This isn't a great method of on-the-go healing, due to the risk factor. If an enemy can survive the initial hit, you're kissing distance from them; subsequently, you'll probably get smacked for more damage than you healed in the first place.

Type: Bullet Soul

Lvl: 1

Max #: 1

MP Cost: 25/use

Location: The Pinnacle

The hallway in the Pinnacle that leads to the Demon Guest House is also known, to some people who are us, as the Hallway of a Million Yoko's. You're almost certain to get a Succubus Soul if you go back and forth through this room, smacking them down.

No. 87

Ripper



Fleamen shouldn't play with knives. Teach them this.

N%: 8% Normal Item: -

HP: 50

EXP: 80

ATK: 50

DEF: 0

MP: 10

R%: 4% Rare Item: Pitch Black Suit Soul Drop Rate: 16% Hard: -

Soul Knife Throw *Throw knives*

Soma throws a knife. That's it. Go home.

While you have to respect the Ripper Soul's lack of subtlety, it doesn't do enough damage to justify its MP cost. It'd be a lot more useful if Rippers appeared much earlier in the game.

Type: Bullet Soul

Lvl: 3

Max #: 1

MP Cost: 5/use

Location: Abyss

These can most easily be found in the second room of the Abyss, or towards the bottom of one of the east shafts in the Mine of Judgement.

No. 88

Black Panther



The biggest problem you'll have with a Black Panther is that it blends into the background. Toss out a ground-wave Bullet Soul to deal with it, or wait by a wall and jump over it as it runs at you. It'll hit the wall and be momentarily stunned.

N%: 8% Normal Item: -

HP: 40

EXP: 200

ATK: 50

DEF: 0

MP: 60

R%: 4% Rare Item: -

Soul Drop Rate: 64% Hard: -

Soul Sonic Dash *Move at high speed while creating a shock wave*

When you start walking, Soma rushes forward, protected by a wave of sonic force.

This makes you much faster, but the force wave does very little damage. You also don't get it until you reach the Abyss, so by the time you have the Black Panther, you're well past the parts of the game--such as the Condemned Clock Tower--where it could do the most good. It's mostly useful for rushing from room to room during Boss Rush Mode.

Type: Guardian Soul

Lvl: 0

Max #: 0

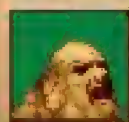
MP Cost: 3/use

Location: Abyss

You'll probably get a few of these by accident while you're hunting Malacodas, and you only need one.

No. 89

Mud Demon



There's not much to this one, honestly. Stab it when its face is visible.

N%: 8% Normal Item: -

HP: 100 EXP: 198 ATK: 61 DEF: 0 MP: 120

R%: 4% Rare Item: -

Soul Drop Rate: 16% Hard: -

Soul **Sand Free** *Prevent loss of mobility even in sand*

Soma can move normally in sandy areas.

...yay? There are only a handful of rooms in the entire game with sand in them, and the sand isn't that hard to move in to begin with.

Type: Ability Soul**Lvl:** -**Max #:** 0**MP Cost:** -**Location:** The Abyss

Just find one of the rooms that's inhabited exclusively by Mud Demons. You'll have an easy time killing them.

No. 90

Giant Slug



Whatever you do, don't get trapped between a Giant Slug and a wall. Its shell is immune to damage, but you can smack its eyestalks to get it to back off, much as you could with the Mollusc.

N%: 8% Normal Item: -

HP: 300 EXP: 330 ATK: 72 DEF: 0 MP: 60

R%: 4% Rare Item: -

Soul Drop Rate: 8% Hard: -

Soul **Resist-Poison** *Nullify poison*

Soma becomes immune to poison.

This comes in handy during the final battle, but the Giant Slug shows up so late in the game that its Soul is almost a waste.

Type: Enchant Soul**Lvl:** 0**Max #:** 0**MP Cost:** 0/use**Location:** Mines of Judgement

The room up and to the left from the final Save Room of the area is inhabited by a single Giant Slug. Kill it as many times as you have to in order to get the Souls you want. It's easiest if you go after it from below with the Axe Armor Soul.

No. 91

Werewolf



The Werewolf has a vast number of attack patterns, including a fireball that arcs up, a vicious punch attack, a long-ranged lunge, and a diving kick that ends with an explosion of flame. There's absolutely no reason to fight it if you can avoid it. If you're looking to take it down, wait for it to make the first move, then counter with the most dangerous Souls you've got.

N%: 8% Normal Item: -

HP: 260

EXP: 262

ATK: 68

DEF: 0

MP: 80

R%: 4% Rare Item: Black Belt

Soul Drop Rate: 16% Hard: -

Soul **Dashing** *Perform short dashes*

Soma dashes forward for a short distance.

The Werewolf's dash is a decent method of adding range to some of Soma's shorter-ranged Bullet Souls, like the Slaughterer.

Type: Guardian Soul**Lvl:** 1**Max #:** 0**MP Cost:** 15/use**Location:** The Pinnacle

There are two Werewolves in the same room as the Flame Demon mentioned below. The advantage to fighting the Werewolves here--as opposed to the Werewolves in the Condemned Tower or in the vertical hallway near the Pinnacle's spotlight hall--is that once you've dealt with the Flame Demon, you can toss axes at these Werewolves from below.

No. 92

Flame Demon



This is the easiest to beat of the Demons, oddly enough. Its fireball's easy to dodge, and you can usually wait around for it to descend to your level. Once it's somewhere where you can reach it, pummel it with whatever's handy, preferably Ice-based attacks.

N%: 8% Normal Item: -

HP: 333

EXP: 444

ATK: 66

DEF: 0

MP: 666

R%: 4% Rare Item: *Fire

Soul Drop Rate: 16% Hard: -

Soul **Flame Ball** *Shoot devastating fireballs*

Soma throws a large fireball straight forward.

There's something to be said for just hauling off and incinerating someone. The Flame Demon soul does an impressive amount of damage, even against creatures with high DEF like the Final Guard.

Type: Bullet Soul**Lvl:** 1**Max #:** 1**MP Cost:** 25/use**Location:** The Pinnacle

As you're climbing the Pinnacle towards Dario's room, you'll encounter a Flame Demon in a room with two Werewolves. The Demon spawns conveniently close to a door, making it ideal for all of your hunting needs.

No. 93

Tanjelly



Unlike its cousin the Slime, the Tanjelly will poison you if it hits you. It's practically immune to conventional weaponry, so bust out some elemental-based Bullet Souls and bring the pain.

N%: 8% Normal Item: -

HP: 155 EXP: 255 ATK: 58 DEF: 15 MP: 1

R%: 4% Rare Item: -

Soul Drop Rate: 8% Hard: Gains Poison, Curse attribute

Soul Resist-Strike Gain resistance to physical attacks

Equip this Soul to increase Soma's resistance to physical attacks.

If you take damage from a blunt object, such as a Slaughterer's punches, this'll cut it in half. It's nice to have around during certain boss fights, such as the finale.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Mines of Judgement

The mine has whole rooms full of these little jerks, so pick one where a Tanjelly spawns near the door. Quickly kill it with a fire attack of some sort, then retreat and repeat the process. Doing it this way minimizes the threat the Tanjellys pose to you.

No. 94

Arc Demon



Fortunately, this terror only appears once, in the Abyss. Holy attacks like the Enrys are the most effective, naturally, but you'll only be able to land them in between dodging fireballs and dropkicks. Once the Arc Demon starts casting a spell, drop what you're doing and start running. If you're lucky, you can jump over or slide underneath the ensuing fireballs; otherwise, it's time to start looking for a burn ward.

N%: 4% Normal Item: Mana Prism

HP: 666 EXP: 666 ATK: 82 DEF: 6 MP: 666

R%: 2% Rare Item: Demon's Mail

Soul Drop Rate: 8% Hard: -

Soul Resist-Dark Gain resistance against dark spells and attacks

Soma becomes resistant to darkness-based attacks.

The problem with an ability that grants resistance is that it implies that you're getting hit, which you should be attempting to avoid. Further, there are very few attacks in the game that're purely Darkness-based.

Type: Enchant Soul

Lvl: 1

Max #: 0

MP Cost: -

Location: Abyss

There's only one Arc Demon in the game, and it appears right next to the first Save Room in the Abyss.

No. 95

Gaibon



You can neutralize Gaibon's stream of fireballs with the Persephone Guardian Soul. Without those, Gaibon's just another aerial pest. Once he's taken some damage, he'll turn red, get angry, and replace his fireballs with a long plume of flame... but the Persephone will suck that up, too.

N%: 8% Normal Item: -

HP: 322 EXP: 422 ATK: 70 DEF: 0 MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 20% Hard: -

Soul Gaibon Familiar *Summon Gaibon as a familiar*

Soma summons Gaibon as a familiar.

Gaibon is extremely powerful given his MP cost, but suffers from being extremely slow. You'll be able to kill most enemies yourself before Gaibon reaches them. He does attack in tandem with Soma like the Harpy, so the combo damage can be occasionally worth it.

Type: Guardian Soul**Lvl:** 3**Max #:** 0**MP Cost:** 5/second**Location:** Mines of Judgement

Make sure you have the Persephone Soul before you try hunting these guys. Teleport into the Mines and then head over until you find a room where a Gaibon is waiting for you immediately upon entering. Kill him, back out, and repeat until you've got the Souls you want. Doing things this way lets you avoid messing with the Tanjelly enemies.

No. 96

Slogra



The first hit you land on Slogra will knock its spear out of its hands. This'll stun it long enough for you to do some serious damage. If it survives past that point, it'll lash out with some surprisingly fast punch combinations.

N%: 8% Normal Item: -

HP: 334 EXP: 422 ATK: 74 DEF: 0 MP: 999

R%: 4% Rare Item: -

Soul Drop Rate: 32% Hard: -

Soul Magic Spear Throw *Throw spears*

Soma tosses a longspear in a shallow arc.

Like the Axe Armor soul, this can hit twice or more if you nail a large opponent with it. Unlike the Axe Armor, this will stick into walls and floors. It's got the edge on damage, though.

Type: Bullet Soul**Lvl:** 9**Max #:** 2**MP Cost:** 20/use**Location:** Mines of Judgement

The first room you enter after diving to the bottom of the shaft opposite the first Save Room for this area is occupied by a solitary Slogra. Kill him as many times as you need to.

No. 97

Stolas



By itself, the Stolas is a speed bump. It's harmless. However, it loves to summon other monsters to do its fighting for it. Usually, this'll be an Erinys, but Devils and Flame Demons will also enter the rotation. If you let the Stolas summon a lot of backup, you could be in trouble, so kill her reinforcements as fast as they appear.

N%: 8% Normal Item: Mana Prism

HP: 800

EXP: 800

ATK: 83

DEF: 20

MP: 1500

R%: 4% Rare Item:

Soul Drop Rate: 8% Hard: -

Soul **Concentration** *Raise INT and lower STR*

Soma's STR goes down, but his INT goes up. The more Stolas Souls you have, the more the stats will be adjusted by.

Like the Lillith, this is only useful if you're making Soma into a magic-user.

Type: Enchant Soul

Lvl: 9

Max #: 0

MP Cost: -

Location: Abyss

The second Stolas you encounter is alone when you first see it, which makes it slightly more vulnerable, and thus slightly more suitable for hunting purposes. You may want to make sure you can quickly deal with Erinys before you start hunting down Stolases.

No. 98

Final Guard



There's no fast way to deal with a Final Guard. You can simply duck underneath its shield bash, and crouching at its feet will evade its downward chop. When it pounds the floor with its sword, get ready to dodge a flame wave, and retaliate with whatever you've got handy. The Flame Demon and Bomber Armor Souls usually do respectable damage to a Final Guard, but both of those cost tons of MP.

N%: 4% Normal Item: Super Potion

HP: 400

EXP: 1500

ATK: 85

DEF: 50

MP: 400

R%: 3% Rare Item: Cuirass

Soul Drop Rate: 8% Hard: -

Soul **Final Guard** *Gain iron-clad defense*

Soma manifests a shield of energy.

For 60 MP a second, you too can be immune to all damage that comes your way, just like the Final Guard. The high MP expenditure makes it problematic to use, but it comes in handy on occasion. It

makes a good panic button, for use in that horrible moment where you realize you just screwed up and you're about to get hurt really badly.

Type: Guardian Soul

Lvl: 1

Max #: 0

MP Cost: 60/second

Location: The Pinnacle

Up in the far right corner of the room that leads to Dario's boss room, there's a room filled with nothing but Final Guards. Equip your rank 9 Bomber Armor Soul and go up to take them out. If you take damage, there's a save room not far away, and the enemies between you and it are fortunately not that strong.

No. 99

Malacoda



See Barbariccia, but speed it up and turn it pink. That's a Malacoda. Instead of waiting for it to lunge and ducking—which usually doesn't work—take it out of the sky with the Axe Armor Soul.

N%: 6% Normal Item: Kotetsu

HP: 166 EXP: 333 ATK: 79 DEF: 0 MP: 345

R%: 4% Rare Item: -

Soul Drop Rate: 12% Hard: Attacks gain knockback attribute

Soul **Whip-tail** *Attack with a tail*

Soma whips his enemies with a spiky tail.

This doesn't look like much, but for its cost, the damage factor's through the roof. One swat from the Malacoda's tail takes out most of the standard enemies in the game, and works as a great air defense. The bad part is that it takes time to start up, so you can't really use it while you're in mid-air.

Type: Bullet Soul**Lvl:** 1**Max #:** 1**MP Cost:** 15/use**Location:** Abyss

There are three Malacodas and a Black Panther packed into one room near the end of the Abyss, so you can keep running back and forth to your heart's content. If that's not convenient enough for you, you can get to the east end of the room, jump up through the ceiling, drop back down, and nail the respawned Malacoda to your left with powerful Bullet Souls like the Killer Clown. If you equip items to raise your INT, there's not much he can do about it.

No. 100

Alastor



Go on the offensive. Alastor is dangerous, but unbalanced, and will go flying backward every time you hit the sword. Just keep smacking Alastor and he won't have time to attack you.

N%: 8% Normal Item: -

HP: 291 EXP: 564 ATK: 99 DEF: 20 MP: 400

R%: 4% Rare Item: -

Soul Drop Rate: 10% Hard: -

Soul **Alastor familiar** *Summon Alastor as a familiar*

A giant broken sword follows Soma around and attacks enemies.

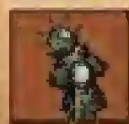
This isn't bad as familiars go, but it's hard to shake the feeling that there's something better that you could be doing with your MP, especially since Alastor the familiar doesn't do anywhere near as much damage as its monstrous counterpart.

Type: Guardian Soul**Lvl:** 3**Max #:** 0**MP Cost:** 5/use**Location:** Abyss

In the first leg of the Abyss, with all the pools of mud, there's a room with two Alastors lurking in wait. Without any other monsters to distract you, this makes for good hunting.

No. 101

Iron Golem



Pure bad news. An Iron Golem can kick you for serious damage, punch you for horrific damage, or breathe flame on you for vicious damage. Worse news, any hit you land on an Iron Golem will only do 1 point of damage... except hits delivered while you're under the effect of the Imp Bullet Soul. Alternatively, you can just keep after it with melee attacks or multi-hit Bullet Souls like the Frozen Shade. It doesn't have that many HP.

N%: 0% Normal Item: -

HP: 50 EXP: 2000 ATK: 100 DEF: 250 MP: 15

R%: 0% Rare Item: -

Soul Drop Rate: 8% Hard: -

Soul **Iron Impact** *Transform into an invincible Iron Golem*

Soma transforms into an invincible Iron Golem.

Type: Guardian Soul**Lvl:** 1**Max #:** 0**MP Cost:** 30/second

Bigger than big, stronger than strong. By the time you can get an Iron Golem soul, you'll never need to use it, and it consumes disgusting amounts of MP, but it's still fun to play around with. When Soma is an Iron Golem, you can hit the [Y] button to kick enemies and [A] to crush them with your fists. You can't jump at all, but you're invincible anyway, so it doesn't matter. Rampaging through Boss Rush Mode as an Iron Golem is excellent stress relief.

Location: Demon Guest House

There's a room just above Paranoia's boss room that's inhabited by a lone Iron Golem. Head into it with the Imp and Death equipped, then go to town on him.

Boss

No. 102

Flying Armor



HP: 250 EXP: 500 ATK: 24 DEF: 0 MP: 200 Page: 34

Location: The Lost Village

Hard: Projectiles become stronger

Soul **Levitation** *Reduce the speed of falling*

The Flying Armor appears behind Soma and slows his falling speed.

Type: Guardian Soul**Lvl:** 1**Max #:** 0**MP Cost:** 5/use

You won't use this one in combat much, but you absolutely need it for getting around the castle.

Boss

No. 103

Galore



HP: 900 EXP: 1000 ATK: 45 DEF: 0 MP: 500 Page: 40

Location: Wizardry Lab

Hard: Moves faster

Soul **Destructive Glance** *Touch the Touch Screen to shatter certain blocks*

Touch crystal blocks with your stylus to break them.

Type: Ability Soul**Lvl:** -**Max #:** 0**MP Cost:** -

You'll need this to solve the handful of crystal block puzzles that're scattered throughout the game.



No. 104

Malphas

HP: 1200 EXP: 1500 ATK: 52 DEF: 0 MP: 800 Page: 49

Location: Dark Chapel

Hard: -

Soul Double Jump *Execute a double jump*

Soma can double-jump.

Soma feels sluggish and slow in the air until he's gotten this Soul. Everyone loves the double-jump. Ahem.

Type: Ability Soul

Lvl: -

Max #: 0

MP Cost: -



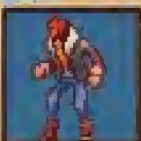
No. 105

Dimitri

HP: 1000 EXP: 2000 ATK: 48 DEF: 0 MP: 1500 Page: 46

Location: Dark Chapel

Hard: -



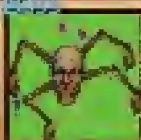
No. 106

Dario

HP: 1500 EXP: 2500 ATK: 60 DEF: 5 MP: 1000 Page: 53

Location: Garden of Madness

Hard: -



No. 107

Puppet Master

HP: 1800 EXP: 3000 ATK: 38 DEF: 0 MP: 3000 Page: 59

Location: Demon Guest House

Hard: Puppets can take up to 4 attacks

Soul Substitute Puppet *Throw a puppet and switch places with it*

Soma throws a doll. When the doll hits the ground, Soma trades places with it.

It's necessary to advance through the castle, but the Puppet Master's teleport effect is too slow to be of much use in a fight.

Type: Bullet Soul

Lvl: 1

Max #: 1

MP Cost: 5/use



No. 108

Rahab

HP: 1200 EXP: 4000 ATK: 57 DEF: 0 MP: 2200 Page: 68

Location: Subterranean Hell

Hard: Ickles become narrower

Soul Deep Seeker *Gain the ability to move underwater*

Soma can move freely underwater.

If you toggle this Soul off, Soma will float to the top of water-filled areas. This can come in handy, if you want to surface quickly.

Type: Ability Soul

Lvl: -

Max #: 0

MP Cost: -

**No. 109****Gergoth**

HP: 3800 EXP: 4290 ATK: 69 DEF: 8 MP: 9999 Page: 79

Location: Condemned Tower

Hard: -

Soul Gergoth Laser *Fire a devastating laser beam*

Soma fires a broad, straight blast of white energy. Since this is a Guardian Soul, you can hold down R and continue to blast enemies until your MP runs out. Unlike Gergoth's version, this isn't an all-consuming wave of destruction; instead, it's a low-damage beam that makes up for the lack by hitting multiple times. It's decent for crowd control, but many of the more powerful enemies and bosses can wade straight through it to come after you. It's an excellent method of fighting otherwise-annoying opponents like Ahura Une.

Type: Guardian Soul**Lvl:** 1**Max #:** 0**MP Cost:** 30/second**No. 110****Zephyr**

HP: 1234 EXP: 5678 ATK: 80 DEF: 25 MP: 1234 Page: 88

Location: Cursed Clock Tower

Hard: -

Soul Clockwork *Stop time*

Stops time for five seconds.

The Zephyr's MP expenditure is a hassle, but it's a win button against many standard enemies. It's also useful against Dead Crusaders. However, quite a few monsters can ignore the Zephyr, and it's useless against bosses.

Type: Bullet Soul**Lvl:** 1**Max #:** 1**MP Cost:** 80/use**What Zephyr Can and Cannot Stop: A Handy List****Affected Enemies**

Amaletic Sniper
Armor Knight
Axe Armor
Bat
Black Panther
Bomber Armor
Bone Head
Buer
Bugbear
Catableper
Cave Troll

Corpseweed
Dead Crusader
Dead Mate
Dead Pirate
Dead Warrior
Disc Armor
Dragonrazzo
Fish Head
Fleaman
Frozen Shade
Ghost

Ghost Dancer
Ghoul
Gorgon
Great Armor
Guillotine
Harpy
Heart Eater
Hell Boar
Imp
Killer Doll
Larva

Lilith
Malachi
Malacoda
Manticore
Merman
Mimic
Mini-Devil
Needles
Outja Table
Persephone
Quezalcoatl

Ripper
Rycuda
Skelerang
Skeleton
Skeleton Ape
Skeleton Farmer
Skull Archer
Slaughterer
Spin Devil
Student Witch
The Creature

Ukoback
Une
Walter Skeleton
Wakwak Tree
Wang
Werewolf
Wish
Yeti
Yorick
Zombie

Unaffected Enemies

Alastor
Ahura Une
Arc Demon
Babe Ark

Devil
Erinyes
Final Guard
Flame Demon

Flying Humanoid
Galbon
Giant Slug
Great Axe Armor

Iron Golem
Mothman
Mushroom
Slime

Sigra
Stoles
Succubus
Tanjelly

Treant
White Dragon

**No. 111****Bat Company**

HP: 1500 EXP: 5730 ATK: 70 DEF: 0 MP: 1500 Page: 95

Location: Silenced Ruins

Hard: -

Soul Bat Form *Transform into a bat and fly*

Soma records such hits as "Can't Get Enough" and "Ready for Love." ...um... wait. No. He turns into a bat.

In bat form, you can fly. Naturally, if Soma's hit, he'll revert to human form. That's why they call it Bat Company.

Type: Guardian Soul**Lvl:** 1**Max #:** 0**MP Cost:** 15/use



No. 112 Paranoia

HP: 1700 EXP: 8000 ATK: 72 DEF: 10 MP: 1700 Page: 111

Location: Demon Guest House

Hard: -

Soul **Phase Shifter** *Gain the ability to enter mirrors*

Use of this Soul allows Soma to enter a mirror world.

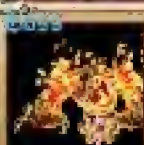
This has no effect unless you're standing in front of one of the giant mirrors. If you are, you'll teleport to a parallel dimension, where an item is usually waiting for you. You need this to get the best ending.

Type: Bullet Soul

Lvl: 1

Max #: 1

MP Cost: 10/use



No. 113 Aguni

HP: 4000 EXP: 10000 ATK: 99 DEF: 10 MP: 9999 Page: 114

Location: Pinnacle

Hard: Drops earlier

Soul **Aguni Fire** *Create a pillar of fire that races across the ground*

A wave of flame races across the floor. This is a great soul against ground-based opponents, as the wave will hit them repeatedly and keep them on the floor. It's a little too fast for our tastes, though; the Frozen Shade soul does the same thing better, unless you're looking to nail something with a fire attack.

Type: Bullet Soul

Lvl: 1

Max #: 1

MP Cost: 24/use



No. 114 Death

HP: 4444 EXP: 14444 ATK: 144 DEF: 30 MP: 4444 Page: 121

Location: Mine of Judgement

Hard: Throws more scythes, summons skulls at shorter intervals

Soul **Death Scythe** *Summon the Grim Reaper's scythe to attack enemies*

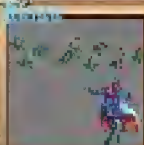
Soma summons Death's scythes to destroy his enemies. Death consumes gigantic amounts of MP, but it's completely worth it. Most enemies in the game will quickly get cut to pieces by Death's onslaught of little scythes. Combine it with the Treant — you'll win.

Type: Guardian Soul

Lvl: 0

Max #: 0

MP Cost: 10/use



No. 115 Abaddon

HP: 4000 EXP: 12000 ATK: 110 DEF: 9 MP: 9999 Page: 128

Location: The Abyss

Hard: -

Soul **5th Plague** *Summon a cloud of locusts to swarm foes*

Soma fires a fan of locusts that seek out and destroy anything in the room.

By the time you get Abaddon, its cost doesn't really matter. This is the ultimate "fire and forget" Bullet Soul; if you're facing towards it when you launch Abaddon, it's probably either dead or hurting. The locusts will linger for a few seconds, racking up a huge number of weak hits against anything in the area. This is excellent against tough, flying opponents like Death or Aguni.

Type: Bullet Soul

Lvl: 1

Max #: 1

MP Cost: 40/use



No. 116 Menace

HP: 300 (x3) EXP: 0 ATK: 166 DEF: 13 MP: 9999 Page: 132

Location: The Abyss

Hard: -

Item List

To find some of the most potent stuff in the game, you're going to have to go out and mug monsters by the dozen. High LCK will boost the rate at which items are dropped, so you'll want to up that stat as much as possible. To do so, equip the following:

- **The Joyeuse Sword.** You can synthesize this at Yoko's shop really early in the game; all of the Souls you'll need to make it are in the Garden of Madness, Dark Chapel, and Demon Guest House. It's not a great weapon, but we're using it for the +5 LCK bonus.
- **The Three 7s armor.** As noted below, Killer Clowns will sometimes drop this, but it's far easier to get this out of the slot machine room in the Garden of Madness (see pg. 55). It's truly lousy armor, but it gives you a +7 bonus to your LCK.
- **The Flying Humanoid Guardian Soul** will give you a boost to your LCK and INT scores while it's active. Hold down the R button and watch the INT and LCK (up to +18!) stats rise.
- **Nine Ghost Dancer Enchant Souls.** Each Ghost Dancer you equip will give you a +2 bonus to your LCK, and you can hunt them by the dozen in the Dark Chapel.
- **The Rare Ring,** available from the start of the game if you use the *Arla of Sorrow* trick (see pg. 239). This'll double the rate at which monsters drop their rare items. This comes in handy, since most of the time, the armor and accessories that we're looking for have a drop rate percentage in the low single digits. As a secondary effect, the Rare Ring boosts your LCK by 5.

All this luck comes at a price. You've just neatly shot your DEF in the foot, your ATK's mediocre, and about all you've got going for you are the CON and INT buffs from the Three 7s. You're going to have to compensate with pure skill and the efficient use of Bullet Souls. The positive is that your LCK's at least +35 or more. This'll dramatically improve your chances of getting an item when you defeat a monster. Now let's talk about some of the must-have items that you can hunt from around the castle. (See the Bestiary for locations.)

Arc Demon

The Arc Demon drops the Demon's Mail, which is the highest-DEF armor in the game. Other suits of armor provide hefty stat bonuses in addition to a respectable DEF boost, but if all you want is a high DEF — and you do — the Demon's Mail is the best game in town.

Axe Armor

Predictably, the Axe Armor sometimes drops an Axe upon its death. This comes in handy if you're exploiting Yoko's weapon synthesis for financial gain (see pg. 26).

Dead Pirate

Once you have the Ghoul Enchant Soul, go hunting for Dead Pirates. They drop Rusty Food Tins, which can be used to restore a massive amount of HP when the Ghoul Soul is equipped.

Final Guard

Aside from a couple that're hidden in the castle, the only way to get Super Potions is to hunt Final Guards for them. Good luck with that.

Flame Demon

You can sometimes get the potent Wyrn Robe from the Flame Demons, which is excellent armor if you're playing a magic-heavy game.

Ghoul

The Ghoul is one-stop shopping. Once you get its Soul, the nasty spoiled foods that some undead enemies drop will become excellent healing items. This includes the Rotten Meat that the Ghouls themselves drop.

Killer Clown

If you accidentally sell the Three 7s you can get in the Garden of Madness, you can sometimes get another one from Killer Clowns.

Malachi

While you're kind of crazy for trying to hunt Malachi with this weapon loadout (if he hits you, he'll knock you into the next *Castlevania* game, and won't Hector be surprised?), he occasionally drops a useful High Mind Up.

Quetzalcoatl

You can sometimes get the stylish and practical Biker Jacket from a defeated Quetzalcoatl.























Slaughterer

Early in the game, you can get the useful Gym Clothes armor from Slaughterers.

Waiter Skeleton

You can nab Beef Curry from Waiter Skeletons. When used, Beef Curry restores a whopping 500 HP, making it one of the most effective healing items in the game.

Restorative Items

Name	Effect	Heal	Price	Description
 Potion	HP	100	300	Restores 100 HP.
 High Potion	HP	200	1000	Restores 200 HP.
 Super Potion	HP	5000	5000	Restores all HP.
 Mind Up	MP	100	400	Restores 100 MP.
 High Mind Up	MP	200	1200	Restores 200 MP.
 Mana Prism	MP	1000	3000	Restores all of your MP.
 Anti-Venom	STATUS	POISON	100	Cures poison.
 Uncurse Potion	STATUS	CURSE	100	Nullifies the effects of curses.
 Meat Strip	HP	29	290	Restores 29 HP.
 Tasty Meat	HP	290	400	Restores 290 HP.
 Rice Ball	HP	50	100	Simple, but tasty.
 Mushroom	HP	100	190	A deliciously appetizing mushroom.
 Corn Soup	HP	80	150	A creamy soup with croutons.
 Beef Curry	HP	500	1380	Mouth-wateringly delicious.
 Noodles	HP	300	800	Noodles floating in a broth made from pork bones.
 Cream Soda	HP	100	400	Topped with a cherry.
 Cream Puff	HP	80	120	Soft, fluffy, and sweet.
 Milk	HP	60	148	Low-fat milk, for your bones.
 Coffee	HP	100	230	Decaffeinated coffee.
 Tea	HP	80	200	Sip slowly and relax.
 Pudding	HP	100	150	It wiggles and jiggles.
 Strawberry	HP	150	530	A plump, sweet strawberry.

Restorative Items

Name	Effect	Heal	Price	Description
 Melon	HP	300	1500	A melon of the finest quality.
 Grapes	HP	60	380	Bursting with flavorful juice.
 Hamburger	HP	30	100	A food made of fried, minced meat, sandwiched in pieces of bread.
 Fried Chicken	HP	129	400	Crisply fried chicken thigh.
 Hot Dog	HP	60	100	The king of junk food.
 Pumpkin Pie	HP	60	100	Sweet and delicious.
 Pancake	HP	70	100	It's nothing without maple syrup.
 Piroshki	HP	50	100	Russian-style fried meat dumpling.
 Tinned Spinach	HP	40	100	May give the illusion of bulking-up muscle mass.
 Foie Gras	HP	1000	3000	One of the world's three great delicacies. Duck liver paste.
 Caviar	HP	1000	3000	One of the world's three great delicacies. Sturgeon eggs.
 Truffle	HP	1000	3000	One of the world's three great delicacies. Rare black mushroom.
 Paella	HP	120	800	A veritable cornucopia of seafood.
 Spaghetti	HP	150	950	Served al dente.
 Ice Cream	HP	50	100	A thick vanilla ice cream loaded with egg yolks.
 Salmon Meuniere	HP	120	1000	A seafood dish seasoned with curry powder.
 Boiled Starfish	HP	120	400	Has a firm, jelly-like texture.
 Amanita	DAMAGE	100	1	A toxic mushroom that induces hallucinations.
 Rotten Meat	DAMAGE	200	1	A slab of rotting beef.
 Spoiled Milk	DAMAGE	400	1	Its expiration date is from three years ago.
 Rusty Food Tin	DAMAGE	600	1	Are you brave enough to open it?

Weapons

Name	ATK	DEF	STR	CON	INT	LCK	Prop	Price	Description
 Knife	7	0	0	0	0	0		200	A cheap pocket knife. It cuts poorly.
 Combat Knife	11	0	0	0	0	0		4800	A military-issue combat knife.
 Baselard	15	0	0	0	0	0		12800	A short sword with an I-shaped shaft.
 Cutall	19	0	0	0	0	0		18000	A short sword of East Indian origin.
 Cinquedia	25	0	0	0	0	0		32800	A bejeweled short sword featuring elaborate ornamentation.
 Rapier	16	0	0	0	0	0		480	A thrusting sword with a tapered blade.
 Fleuret	20	0	0	0	0	0		2880	A small sword.
 Main Gauche	24	3	0	0	0	0		5280	A sword designed for superior defense.
 Small Sword	28	0	0	0	0	0		8800	A light and easy-to-handle sword.
 Estoc	32	0	0	0	0	0		12800	A sword made for stabbing.
 Whip Sword	36	0	0	0	0	0		16000	A sword with a whip-like blade.
 Garian Sword	40	0	0	0	0	0		24000	A flexible, articulated sword made for executions.
 Kris Naga	45	0	0	0	0	0		32000	A beautifully decorated sword made of damask.
 Nebula	52	0	0	0	0	0		40000	A holy chain with a will of its own.
 Short Sword	15	0	0	0	0	0		800	A sword with a stubby blade.
 Cutlass	20	0	0	0	0	0		5800	A sword used by cavalry riders.
 Long Sword	26	0	0	0	0	0		11800	A common type of sword.
 Fragarach	32	0	0	0	0	0		18000	A demonic sword in the shape of a cross.
 Hunting	38	0	0	0	0	0		24000	A frightening sword that contains venom in its blade.
 Mystletain	28	0	0	0	0	0		28000	A sword hewn from the wood of a divine tree.
 Joyeuse	43	0	0	0	0	5		50000	An extravagantly beautiful sword. Quite valuable.
 Milican's Sword	1	0	0	0	0	0		30000	A sword that may petrify the target.























Weapons

Name	ATK	DEF	STR	CON	INT	LOK	Prop	Price	Description
 Ice Brand	48	0	0	0	5	0		32000	A demonic sword that freezes all that it touches.
 Laevatain	25	0	0	0	5	0		32000	An intensely hot sword that scorches everything it touches.
 Burtgang	58	8	0	10	0	0		48000	A sword blessed by divinity. It is designed for defense first.
 Kaladbolg	65	0	0	0	8	0		52000	A demonic sword tempered by fairies.
 Valmanway	36	0	0	0	0	0		88000	A sword whose name means "Blessed Wind."
 Claymore	28	0	0	0	0	0		1200	A heavy, two-handed sword.
 Falchion	39	0	0	0	0	0		8000	A sword with a wide, crescent blade used by Normans.
 Great Sword	50	0	0	0	0	0		12000	A massive sword that is made to smash through its targets.
 Durandal	61	0	0	0	0	0		19000	A sword of giants that was tempered by fairies.
 Dainslef	72	0	6	6	6	0		30000	A demonic sword of finality.
 Ascalon	83	0	0	0	0	0		42000	A dragon-slaying sword.
 Balmung	94	0	0	0	0	0		50000	A demonic dragon-slaying sword.
 Final Sword	110	0	0	0	0	0		72000	A sword taken from a Final Guard.
 Clairmh Solais	120	0	0	0	0	0		100000	An indefatigable sword. Its blade glitters with light.
 Spear	24	0	0	0	0	0		1000	A standard spear.
 Partizan	32	0	0	0	0	0		6400	A long pole tipped with a broad blade.
 Halberd	40	0	0	0	0	0		10000	A long pole fitted with a wide blade.
 Lance	49	0	0	0	0	0		16000	A spear used by knights.
 Trident	58	0	0	0	0	0		20000	A three-pronged spear.
 Brionac	68	0	0	0	0	0		32000	A demonic five-pronged spear.
 Geiborg	80	0	0	0	0	0		48000	A spear tempered by witches.
 Longinus	92	0	0	0	0	0		68000	A spear of divinity.









Weapons

Name	ATK	DEF	STR	CON	INT	LCK	Prop	Price	Description
 Gungner	56	0	0	0	0	0		100000	A divine thunderbolt that pierces everything it touches.
 Mace	32	0	0	0	0	0		800	A large club.
 Morgenstern	50	0	0	0	0	0		10000	A club with a star-shaped head. A brutal weapon.
 Mjolnir	28	0	0	0	0	0	 	28000	A hammer of a thunder-god.
 Axe	45	0	0	0	0	0		800	A sturdy axe with a single-edged head.
 Battle Axe	65	0	0	0	0	0		7800	A combat axe with a double-edged head.
 Bhuji	90	0	0	0	0	0		20000	A very heavy combat axe.
 Great Axe	115	0	0	0	0	0		40000	A huge battle axe. It is exceptionally heavy.
 Golden Axe	140	0	0	0	0	0		62000	An axe crafted from gold. Its performance is outstanding.
 Death Scythe	166	0	0	0	0	0	 	100000	A scythe used by Death to gather souls.
 Blunt Sword	18	0	0	0	0	0		1000	A sword with a dull cutting edge.
 Katana	24	0	0	0	0	0		9000	A traditional sword used by samurai.
 Kotetsu	31	0	0	0	0	0		15000	A sword named after the legendary swordsmith, Nagasone Kotetsu.
 Masamune	39	0	0	0	0	0		24800	A famed Japanese samurai sword.
 Osafune	48	0	0	0	0	0		30000	A Japanese sword with the full name of Bizen Osafune Nagamitsu.
 Kunitsuna	58	0	0	0	0	0		42000	Onimaru Kunitsuna, a sword said to have slain Oni demons.
 Yasutsuna	69	0	0	0	0	0		58000	Doujikiri Yasutsuna, a sword said to have cut off a demon's arm.
 Muramasa	84	0	0	0	0	0	 	98000	A sword with a macabre reputation.
 Brass Knuckles	5	0	0	0	0	0		200	Metal knuckles to be worn on fists.
 Cestus	12	0	0	0	0	0		6000	Hard knuckle guards worn by ancient boxers.
 Whip Knuckle	20	0	0	0	0	0		17000	Equip to throw whip-like punches.

Weapons

Name	ATK	DEF	STR	CON	INT	LOK	Prop	Price	Description
 Mach Punch	30	0	0	0	0	0		21000	Enables punches to be thrown at the speed of sound.
 Kaiser Knuckle	15	0	0	0	0	0		33000	Imbues knuckles with divine rage.
 Handgun	15	0	0	0	0	0		12000	Fires 9mm rounds.
 Silver Gun	30	0	0	0	0	0		50000	Shoots silver bullets that have been ritually blessed.
 Boomerang	6	0	0	0	0	0		1500	A throwing weapon with a curved blade.
 Chakram	12	0	0	0	0	0		3000	A throwing weapon with a sharp, circular blade.
 Tomahawk	20	0	0	0	0	0		7000	A battle axe designed for throwing.
 Throwing Sickle	30	0	0	0	0	0		9000	A small throwing sickle used by ninjas.
 RPG	100	0	0	0	0	0		0	Rocket-propelled grenade.
 Terror Bear	1	0	0	0	0	0	 	0	An insidious stuffed toy filled with iron sand.
 Nunchakus	30	0	0	0	0	0		0	Only a true master can wield a weapon this deadly.

Armor

Name	ATK	DEF	STR	CON	INT	LOK	Prop	Price	Description
 Casual Clothes	0	3	0	0	0	0	—	200	Clothes worn regularly.
 Cloth Tunic	0	4	0	0	0	0	—	300	A simple garment made of cloth.
 Gym Clothes	0	7	0	2	0	0	—	1000	An athletic training suit.
 Kung Fu Suit	0	9	1	0	0	0	—	2000	Looks like it can make you stronger.
 Biker Jacket	0	13	2	0	0	0	—	2400	A leather jacket worn by motorcyclists.
 War Fatigues	0	15	3	0	0	0	—	3200	Sturdy clothes made for military use.
 Ninja Suit	0	17	2	2	0	0	—	5000	A ninja's combat garment.
 Three 7s	0	0	0	7	7	7	—	7770	Clothes that summon luck.

Armor

Name	ATK	DEF	STR	CON	INT	LCK	Prop	Price	Description
 Justaucorps	0	19	1	0	1	0	—	12880	A luxurious suit with fine detailing throughout.
 Army Jacket	0	24	0	0	0	0		15000	A jacket woven with a special fabric that resists cuts.
 Pitch Black Suit	0	29	0	0	2	0	—	19600	A suit that is the color of inky darkness.
 Olrox's Suit	0	38	2	2	2	0	—	24000	A suit favored by Count Olrox.
 Dracula's Tunic	0	44	6	6	6	6	—	39000	A tunic imbued with Dracula's dark power.
 Leather Armor	0	8	0	0	0	0	—	800	A suit of armor crafted out of leather.
 Breastplate	0	12	0	0	0	0	—	1880	A breastplate fashioned from iron.
 Ring Mail	0	16	0	0	0	0	—	2800	A mail suit with metal rings sewn on.
 Scale Mail	0	20	0	0	0	0	—	4200	A mail suit with scale-like plates sewn on.
 Chain Mail	0	25	0	0	0	0	—	8000	A suit made of woven chains.
 Hauberk	0	31	0	0	0	0	—	9800	Chain mail made for easy movement.
 Cuirass	0	38	0	0	0	0	—	14000	A torso armor with a rounded profile.
 Blocking Mail	0	25	0	0	0	0	—	26090	A mail suit that occasionally blocks attacks.
 Eversing	0	46	0	0	0	0	—	30000	An armor tempered by a waterfall over many millenniums.
 Demon's Mail	0	56	0	0	0	0		66000	A mail suit that is imbued with demonic power.
 Silk Robe	0	4	0	0	2	0	—	800	A robe made of woven silk.
 Mage Robe	0	10	0	0	5	0	—	2300	A robe worn by mages.
 Elfin Robe	0	16	0	0	8	0	—	5000	A robe woven by elves.
 Wyrn Robe	0	22	0	0	0	0		15000	A fire-resistant robe made from the hide of a wyrn.


Armor

Name	ATK	DEF	STR	CON	INT	LOK	Prop	Price	Description
 Aquarius	0	28	0	0	0	0		15000	A water-resistant robe that is imbued with elemental power.
 Serenity Robe	0	34	0	0	10	0	—	23000	A blessed robe that calms the spirit.
 Death's Robe	0	42	4	4	13	4	—	42000	A robe once worn by Death.
 Cape	0	2	0	0	0	0	—	200	A plain cape.
 Traveler Cape	0	3	0	0	0	0	—	600	A sturdy cape popular among travelers.
 Crimson Cloak	0	4	0	0	0	0	—	1200	A cloak in a vivid crimson color.
 Black Cloak	0	5	0	0	0	0	—	2980	A cloak the color of inky darkness.
 Pendant	0	0	0	0	0	1	—	80	A plain pendant.
 Heart Pendant	0	1	0	0	0	2	—	250	A heart-shaped pendant. Makes it more likely for enemies to drop hearts, and the hearts dropped in random encounters are larger.
 Skull Necklace	0	5	0	0	2	-1	—	666	A macabre necklace.
 Flame Necklace	0	2	0	0	5	0	—	500	A necklace that symbolizes fire.
 Rosary	0	3	0	0	10	0	—	10000	Beads with a cross made of silver.
 Scarf	0	1	0	2	0	0	—	370	A scarf made of knitted wool.
 Red Scarf	0	2	0	5	0	0	—	1180	A red scarf that has an air of melancholy.
 Neck Warmer	0	3	0	10	0	0	—	8800	A cold-beating garment made of a new synthetic material.
 Power Belt	0	3	2	0	0	0	—	2500	A belt that provides support to muscles.
 Black Belt	0	2	5	0	0	0	—	5500	A black belt worn by skilled fighters.
 Megingjord	0	5	10	0	0	0	—	10000	A belt worn by a deity of war. It amplifies power.
 Hoop Earring	0	1	0	0	1	0	—	1000	An earring in the shape of a hoop.

Armor

Name	ATK	DEF	STR	CON	INT	LCK	Prop	Price	Description
 Turquoise Stud	0	2	0	0	1	0	—	2000	A stud earring embedded with a blue-green gem.
 Silver Stud	0	3	0	0	1	0	—	4000	A stud earring made of silver.
 Gold Stud	0	4	0	0	1	0	—	6000	A stud earring made of gold.
 Bloody Stud	0	5	0	0	2	0	—	8000	A deep-red stud earring made of ruby.
 Platinum Stud	0	6	0	0	1	0	—	10000	An expensive stud earring made of platinum.
 Tear Of Blood	0	8	1	1	1	0	—	30000	A red jewel the color of blood.
 Lucky Charm	0	0	0	0	0	1	—	100	A good-luck charm for prosperity.
 Mina's Talisman	0	0	0	0	0	0	—	0	A talisman from Hakuba Shrine. Said to suppress dark souls. Equip it at a certain event to see the true ending.
 Satan's Ring	0	6	3	3	3	0	—	66666	A ring once worn by the dark lord.
 Rare Ring	0	0	0	0	0	5	—	50000	A ring that raises the appearance of rare items. If you start from the <i>Aria of Sorrow</i> cartridge you will have it from the beginning.
 Soul Eater Ring	0	0	0	0	0	5	—	300000	A ring that increases the appearance of souls. The Soul Drop Rate doubles.
 Rune Ring	0	1	0	0	0	0	—	50000	A ring that boosts the speed of MP restoration.
 Shaman Ring	0	1	0	0	0	0	—	50000	Gain more experience points.
 Gold Ring	0	1	0	0	0	0	—	50000	A ring that makes monsters and torches drop more money.
 Chaos Ring	0	1	1	1	1	0	—	0	A ring that ceaselessly draws dark power from chaos. Some's MP regenerates very quickly.

Special Items

Name	Effect	Heal	Price	Description
 CASTLE MAP 0	NONE	0	100	One portion of the castle's floor plan is written on it.
 CASTLE MAP 1	NONE	0	100	One portion of the castle's floor plan is written on it.
 CASTLE MAP 2	NONE	0	100	One portion of the castle's floor plan is written on it.
 UMA News 1--1	NONE	0	100	Exclusive Scoop! Abominable Snowman Discovered?!
 UMA News 1--2	NONE	0	100	Snowman living on the mountains? Spotted near the mountain village!
 UMA News 1--3	NONE	0	100	According to witnesses, the beast appeared to be searching for food.
 UMA News 2--1	NONE	0	100	Terror Alert! His Name is Mothman!
 UMA News 2--2	NONE	0	100	There have been numerous sightings of the creature high in the sky.
 UMA News 2--3	NONE	0	100	The latest reports indicate it is drawn to intense light.
 UMA News 2--4	NONE	0	100	The light apparently came from thunderbolts!
 UMA News 3--1	NONE	0	100	Up in the Sky! Is it a Man?
 UMA News 3--2	NONE	0	100	Let us call this airborne being the Flying Humanoid.
 UMA News 3--3	NONE	0	100	Could we ever achieve contact with this aerial being?
 UMA News 4	NONE	0	100	With great regret, we announce that this is our final issue.
 Tower Key	NONE	0	0	An oddly shaped key. Needed to open the door to the tower
 Magic Seal 1	NONE	0	0	A Magic Seal drawn to seal the flow of dark energy.
 Magic Seal 2	NONE	0	0	A Magic Seal drawn to seal the flow of dark energy.
 Magic Seal 3	NONE	0	0	A Magic Seal drawn to seal the flow of dark energy.
 Magic Seal 4	NONE	0	0	A Magic Seal drawn to seal the flow of dark energy.
 Magic Seal 5	NONE	0	0	A Magic Seal drawn to seal the flow of dark energy.

Extras

Enemy Set Mode

If you've ever wanted your chance to construct your own *Castlevania* dungeon, now's the time. In Enemy Set Mode, you can place monsters as you see fit throughout a gauntlet of five rooms.



Once you've constructed this dungeon, you can send Soma in to race a friend's Soma in via DS Wireless Mode. Soma will be at Lv. 35, with all the equipment and Monster Souls he's got in whichever save file you took him from.

Prepare Soma for competition before you send him into Enemy Set Mode — time you spend futzing with his inventory counts against you. Many of the same tactics that ensure victory in Boss Rush Mode work in head-to-head play for Enemy Set Mode when it comes to Soma's equipment and Tactical Soul loadout. See pg. 206 for details.

The big difference is with Tactical Souls. You can't at any time change Soma's loadout, or you'll lose to the guy who came in better-prepared. For Guardian

and Enchant Souls, the best choices are no-brainers: Draghignazzo and the Black Panther. For Bullet Souls, it's a bit trickier. Abaddon is most likely to fit any situation, but you can also do well gambling on the Witch or even the Bomber Armor.

Each room in the gauntlet can hold up to eight points' worth of monsters. This means that at most, you can put eight weak monsters in an area. You can unlock monsters for Enemy Set Mode by acquiring their Souls in the main game. Note that not all of the enemies in the game are available in Enemy Set Mode, and some monsters behave differently in Enemy Set Mode. Stolas, for instance, summons Valkyries instead of Erinyes.





Once you put a monster in a given location, it'll spawn there when you enter. Flying enemies will go after Soma, obviously, but you can depend upon ground-based opponents to stay where you left them.

The trick of Enemy Set Mode isn't really to construct a challenging dungeon, so much as one that's time-consuming. You can't get truly nasty, like throwing two Arc Demons at Soma from opposite sides of the room, because you don't have the point values for it.

What you can do instead is get tricky. There are any number of stunts you can pull to slow down your friends' progress through your dungeon, from the obvious to the clever. Let's discuss a few of them.

- Note that you're well within your rights to set up house rules for your dungeon. Even at Lv. 35, a Soma who's equipped with certain weapons or Souls is going to roll over most of the affordable enemies. We recommend banning the Chaos Ring, Death Scythe, Murasame, Claimh Solais, or Gungnir from Enemy Set Mode, for a start. Banning Black Panther, Draghignazzo, and boss souls like Abaddon and Death can also help.
- Another fun set of house rules you can use is mandating what equipment and Soul loadout each Soma can have in the dungeon. If everyone is forced to run through with no equipment and a Killer Fish, then getting blazingly fast times will suddenly be a lot more impressive.
- Try sticking a Slaughterer or Hell Boar in a small area, like directly in front of the exit door in Rooms 2 or 4. Both can be a real handful if you're forced to fight them in a small space.
- Quetzalcoatl's. Learn to love 'em. Planting one at the bottom of rooms 2 or 4 can give your opponent a major headache.
- As you've probably noticed in the main game, a Skeleton Ape's barrel is excellent for knocking Soma out of the air. Place one or two of them at the edge of any platform that you'd have to jump to reach.
- The Demon Guest House is proof that a Valkyrie is most effective when she has backup from the ground. Toss one or two Valkyries into play with a Golem or Treant, and the Valkyrie will have a field day while your friend tries to dodge both monsters at once.



- You've got the points for one Arc Demon or one Alastor. Either of them will give a Lv. 35 Soma a very hard time. If you put them right at the start of the level, you've got a solid shot at inconveniencing Soma so badly that he'll have to play defensively for the rest of the dungeon.
- Lilith and Succubus can become enormous time-wasters in Enemy Set Mode, because of the way they backdash from attacks. Load up both of the routes through room five with them. Put Succubi in front of the Liliths if you want to curse Soma and drain his MP.

Enemy Points

Enemy	Pt
Bullet Souls	
Zombie	1
Skeleton	1
Axe Armor	1
Warg	2
Student Witch	2
Slaughterer	2
Bomber Armor	1
Slime	1
Une	1
Rycuda	1
Mandragera	1
Yorick	1
Amalaric Sniper	2
Walter Skeleton	1
Witch	1
Killer Clown	2
Fleaman	1
Guillotiner	2
Hell Boar	3
Imp	2
Malachi	5
Cave Troll	2

Enemy	Pt
Larva	3
Merman	1
Fish Head	2
Ukoback	2
Frozen Shade	2
Disc Armor	2
Dead Mate	2
Great Axe Armor	5
Ennys	3
Succubus	3
Ripper	3
Flame Demon	6
Slogra	3
Malacoda	4
Guardian Souls	
Bat	1
Ghost	1
Skull Archer	1
Spin Devil	2
Armor Knight	1
Manticore	5
Catoblebas	5
Corpseweed	1

Enemy	Pt
Mini Devil	1
Quetzalcoatl	2
Valkyrie	2
Great Armor	5
Persephone	1
Buer	1
Devil	5
Needles	1
White Dragon	4
Harpy	2
Barbariccia	2
Medusa Head	1
Bone Ark	3
Gorgon	6
Alura Une	5
Mushussu	6
Werewolf	3
Gaibon	3
Alastor	7
Enchant Souls	
Ouja Table	1
Peeping Eye	2
Golem	5

Enemy	Pt
Skeleton Ape	1
Skeleton Farmer	3
The Creature	2
Ghoul	2
Tombstone	1
Ghost Dancer	2
Treant	6
Killer Doll	1
Lilith	1
Skelerang	1
Draghignazzo	2
Bone Pillar	1
Wakwak Tree	4
Heart Eater	2
Mimic	1
Dead Pirate	2
Bugbear	3
Dead Crusader	3
Tanjelly	5
Arc Demon	7
Stolas	7

Boss Rush Mode

This'll be familiar to those of you who beat *Aria of Sorrow*. With limited items but powerful equipment, you must pummel the life out of *Dawn of Sorrow's* bosses. Depending on how fast you can reach the end of the gauntlet and take down Death, you'll unlock special new equipment for use in the main game.

To unlock Boss Rush Mode, defeat Menace in the Abyss, thus getting the best ending. Boss Rush Mode will henceforth be selectable in the game's main menu.

The Deal

At the start of Boss Rush Mode, you'll be invited to pick one of your saved games from the list. The main character of that game — whether it's Soma or Julius — is dropped off at the entrance to a twelve-room gauntlet of boss encounters.

Regardless of the character's current level in the saved game you chose, you'll be at level 50.

You can't just powerlevel your way through Boss Rush Mode. Strategy is required.

If you're playing as Soma, you'll be equipped with all of the weapons, accessories, armor, and Souls you had in the main game, but your item supply is limited to a Super Potion, a Rusty Food Tin, and a Mana Prism.

If you're playing as Julius, you're... pretty much the same as you were, really. Without items, equipment, or bizarre soul combinations to fall back on, you'll need to rely on your reflexes, skill, and a bit of luck.

It's important to note that *Dawn of Sorrow's* Boss Rush Mode is harder than *Aria's* was. In *Aria*, all you needed was the Red Minotaur Bullet Soul and the Chaos Ring, and you were good to go. It's not as easy this time around.

The Prizes

When you enter the treasure room past Death's lair, your final time will be added up and an item will be awarded based upon it.

More than 10 minutes: Potion

We're out of stuffed animals. Will a Potion do?

You'll also get a Potion if you earn a prize you already have. For example, if your time's 6:08 and you already have Death's Robe, you'll get a Potion instead.

8 minutes: Terror Bear

To the casual observer, this is a weak Hammer. A horrible, horrible stuffed teddy bear... and a Hammer.

However, the Terror Bear compensates for its low ATK by hitting multiple times. An enemy you smack with the Bear will usually take at least five hits... plus you're beating him up with a stuffed toy. That's a major hit to the ol' ego.



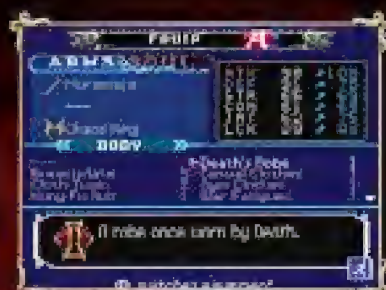
7 minutes: Nunchaku

Think of this as a full-auto melee weapon. You can swing the Nunchaku even while Soma's moving, and he'll keep swinging it as long as you keep hammering the Y button. Anything within its area of effect will get pummeled constantly, but unfortunately, the Nunchaku has a very short range.



6 minutes: Death's Robe

In every way but DEF, this is the best armor in the game. It offers powerful boosts to all your stats except LCK, and is arguably *the* attire for today's magic-using hero-types.



5 minutes or less: RPG

The ultimate firearm, the RPG can do a lot of damage. On the negative side, it fires a slow-moving rocket in a straight line, so faster and/or smaller enemies will be out of the way practically before you fire. Further, the weapon has no magical strike.



The Shopping List

Before you can hope to get the best times in Boss Rush Mode, you'll need to get the right equipment and Souls for the job.

Muramasa Katana

There are more dangerous weapons in the game, but the Muramasa's the fastest. You can occasionally get some use out of the Death Scythe, particularly against Gergoth, but the Muramasa's rapid-fire high-damage magical strike is much better when you're racing the clock. You also don't need to use up any boss souls to make it.

Chaos Ring

This allows you to use many of your best Souls with reckless abandon, since your MP will regenerate almost as fast as you use it.

Demon's Mail

Other armors may offer a few stat buffs, but for sheer defensive power, the Demon's Mail is as good as it gets. Since you're going to be taking quite a few hits, you need the DEF.

Bomber Armor

You'll want to max this out before you start, so your bombs explode upon touching the ground. This is handy against big beefy high-HP monsters like Gergoth.

Abaddon

The Bomber Armor's excellent against ground-based opponents, but Abaddon will eat a flying boss for breakfast. Just fire in its general direction and watch the hits accumulate.

Black Panther

This'll let you get from room to room as fast as possible. It also comes in handy against some of the bosses, oddly enough.

Medusa Head

As in the main game, you'll want this to dodge Death's giant skulls.

Dragighnazzo

With this equipped, it takes something really special, like Death's scythe, to make Soma react to a hit, and we don't have time for namby-pamby "hit animations." You're going to be a man and suck that damage down, soldier! HP are just a crutch for people who can't handle the game!

Ghoul

You'll want this handy so you can enjoy the healing benefits of the Rusty Food Tin in Soma's inventory. (PS: ...yuck.)

Procel

This'll come in handy while Soma's fighting the Skula.



Eye of the Tiger

A lot of Boss Rush Mode comes down to attitude. You've got to play this with a completely different outlook than you usually have. You don't have time to dodge attacks, wait for an opening, or play it safe. You've just got to run up to that horrible hellbeast and punch it in the junk.

With that in mind, abandon all pretense of defense and go on the offensive. You'll want to avoid some of the more potent attacks, of course, such as Aguni's entire offensive arsenal and most of what Death can do, but the Flying Armor? Dmitrii's Malachi blasts? Insignificant, and besides, that didn't really hurt, right? Just wade in there and nail the sucker.

The Gauntlet

Note that all the bosses in Boss Rush Mode except for Dmitrii and Dario will drop a healing sphere upon their defeat, just as bosses do in the main game. However, you'll have to wait for the boss in question to finish its death animation, for the sphere to materialize, and finally, for the sphere to take effect.

The entire process, from start to finish, can take ten to fifteen seconds. Unless you're in dire need of the HP or MP, you're better off racing for the exit door.

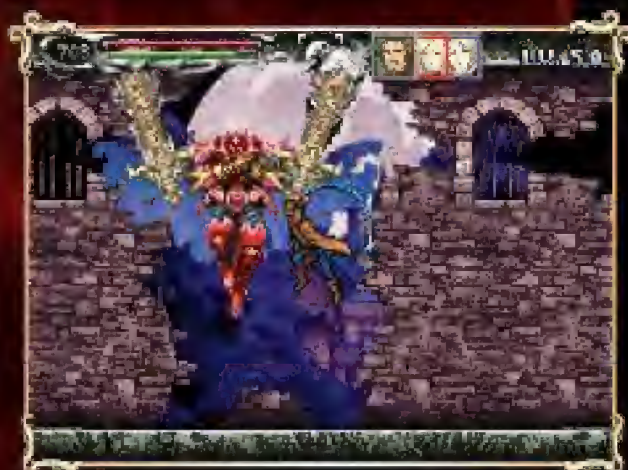
First Boss: Flying Armor

As Soma

This is a gimme. A few shots from the Muramasa should have the Flying Armor dismantled in seconds.

As Julius

Give the Flying Armor a dose of Yoko's Holy Lightning, then beat it with her staff for the win. It shouldn't take more than a couple of staff hits.



Second Boss: Balore

As Soma

Run up to Balore. Hit it in the face. Repeat.

His punches can't do much damage to you at this stage, but dodge them anyway. Getting knocked around the room can cost you a few seconds. If Balore goes for his eyebeam, switch to an Axe or Great



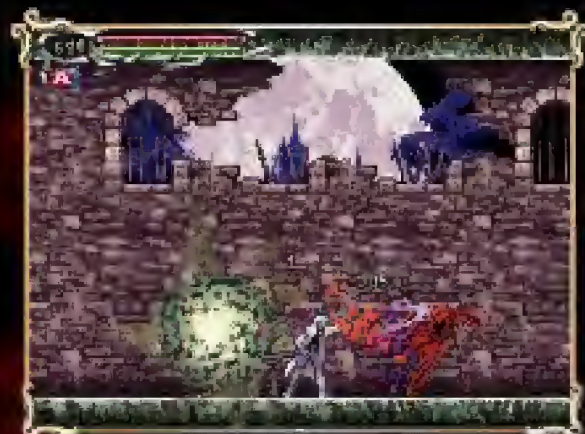
Third Boss: Dimitri

As Soma

With the Demon's Mail equipped, Dimitri's rolling balls of darkness should barely register, if they do damage at all. Dash straight towards him with the Black Panther Soul and carve him up with the Muramasa's magical strike. If he runs, keep dashing after him.

As Julius

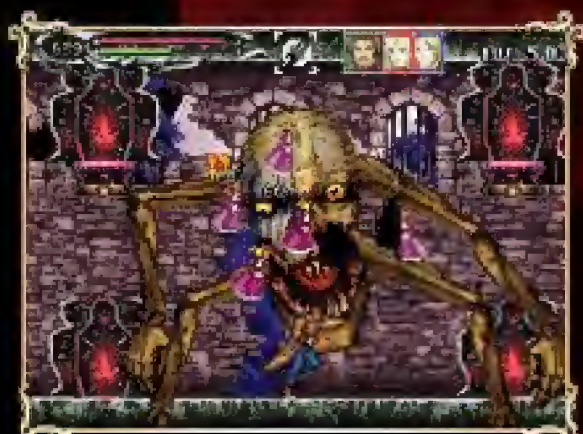
Get Dimitri to mimic Julius's Holy Water. The advantage to the Holy Water is that it's really easy to dodge and counterattack.



Sword and get in a few free hits while he's blasting away.

As Julius

Switch to Yoko and give Balore a few nosefuls of Holy Lightning.



Fourth Boss: Puppet Master

As Soma

Use a series of short hops to keep smacking the Puppet Master in the chin, and fire off Abaddon once in a while to destroy the dolls as fast as they come out. You'll want to destroy the Puppet Master's puppets whenever they come out, but once you've done that, go straight back to mauling the Master itself.

As Julius

Use Julius's Axes to destroy the falling dolls, as well as damage the Puppet Master. When it tries to create one of its puppets, destroy the puppet as fast as you can with jumping swings from Julius's whip. The advantage to using the whip is that you'll crack the Master in the face with the backswing.

Fifth Boss: Dario

As Soma

Funny story: Dario gets knocked flying and stunned briefly if he takes more than 200 damage in a single combo. At this level of power, you can do that much by sneezing.

Rush Dario down with the Black Panther Soul, then pummel him with the Murasame's magical strike. Whenever he goes flying backward, dash after him and keep slashing. It should only take a few seconds to drop him.



As Julius

Switch to Yoko and hit Dario with a Blue Splash. You'll find that a hit from the Splash does about 260 damage, which is more than enough to stun Dario. Five shots will settle his hash, and he'll never get the chance to fight back.



Sixth Boss: Rahab

As Soma

Now that you can go underwater, it's easy to chase Rahab wherever it goes. Jump after it, ignoring any incidental damage you might take from running into it, and keep slashing at it. If it gets close enough to the floor, drop a bomb on its head. Fortunately, its HP is low enough

that you can dispose of it fairly quickly, but you'll need to abandon all thought of personal safety.

As Julius

Switch to Yoko. Drop into the corner underneath your exit door. Throw out a few volleys of Holy Lightning. Enjoy the down-home smell of electrocuted fish. Exit.



Seventh Boss: Gergoth

As Soma

There's nothing clever about this. Dodge Gergoth's attacks whenever you can, but the rest of the time, use the Muramasa's magical strike and the Bomber Armor to bring the pain. For extra damage and a bit of healing, try bringing Persephone out during this fight; it'll speed things up.

As Julius

Again, this is a job for Yoko. Use up your MP on Holy Lightning whenever you've got the shot, and crouch underneath Gergoth's body splashes. At Yoko's current rate of regeneration, you can heal up from one of Gergoth's hits with eight swings of her stick. Gergoth gives you enough of an opening between its attacks for you to land that, and more.

If it uses its deeply disturbing gas attack, toss out another volley of Holy Lightning to drive it away from you. Should Gergoth opt to use its giant beam, your only option is, again, to run "through" its legs and pummel its backside while it's blasting away at nothing.

Eighth Boss: Zephyr

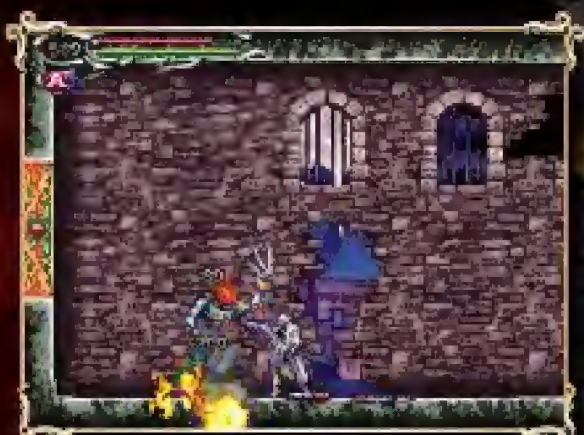
As Soma

Depending on how you're doing for time, you can open this fight with a bang. The Zephyr won't do anything until you hit it, so you can charge up the Skull Archer Soul for ten seconds and let fly. You'll do about 900 points of damage.

If you don't have the time or patience for that, carve the Zephyr up with the Muramasa. When it's on the ground, drop bombs to inflict heavy damage and speed up its demise. It won't take much, but a lot of this fight depends on the Zephyr's routine. If it stops time or takes to the ceiling too often, it might run down your clock.

As Julius

Alucard works best in this match. The Zephyr has a bad habit of leaving itself open after it misses an attack, so stay close to it and watch for an opening. If you have the chance, toss out a volley of fireballs to add to the damage, but you'll inflict most of the pain with plain old sword



strikes. Don't forget to use the sword combo we mentioned in Chapter One; as you're falling, hit once, then attack again just as you touch the ground.



Ninth Boss: Bat Company

As Soma

This is all about Abaddon. Whenever the Bat Company comes after you, stay out of its way with double- and superjumps, then pointblank it with a cloud of locusts. It's not subtle, but it's the fastest way to get this done.

As Julius

Keep frying the Bat Company with Alucard's fireballs. This'll do about 378 points of damage if all three fireballs connect. You can also use Alucard's superjump to stay clear of the Bat Company's hand and bat forms.

Tenth Boss: Paranoia

As Soma

This can be a huge time-sink, and it's almost impossible to drop Paranoia before it can get back into the mirror. Use Abaddon and a series of quick hops to rack up the damage, then dodge the laser array and repeat. You should be able to kill the Paranoia shortly after it reemerges from the mirror. If it manages to stay alive long enough for a second round of lasers, just start over.



As Julius

Use Yoko's Blue Splash to nail the Paranoia while it's out and about. If you cast the spell while the Paranoia's directly above Yoko, the icicle will hit twice for serious damage. There's no way you can prevent it from shooting off its lasers, though.

The lasers aren't the problem. It's the time it takes to dodge them.



Eleventh Boss: Aguni

As Soma

Abaddon and Black Panther are your friends here. The key is to evade Aguni's patterns quickly enough that you never let up on the damage. Use Black Panther when he tries to squish you with his hands, then immediately fire off Abaddon. Keep harassing him with locusts and come through quickly. Another approach is to

use Death instead of Black Panther, so you can overwhelm Aguni with raw damage as quickly as possible.

As Julius

This is another job for Yoko, but you'll need to be bolder than you were with your in-game fight against Aguni. Remember that Yoko can still move around while in the first few frames of Blue Splash, which will let you keep dodging Aguni's attacks while still pelting him with damage.

Twelfth Boss: Abaddon

As Soma

If you haven't used your Super Potion or Rusty Food Tin yet, you'll do so here. The key to beating Abaddon quickly is to simply ignore being hit by the locust swarms. Wade through them, protected by Dragighnazzo, and keep dropping bombs on, and swinging your sword at, Abaddon.

As Julius

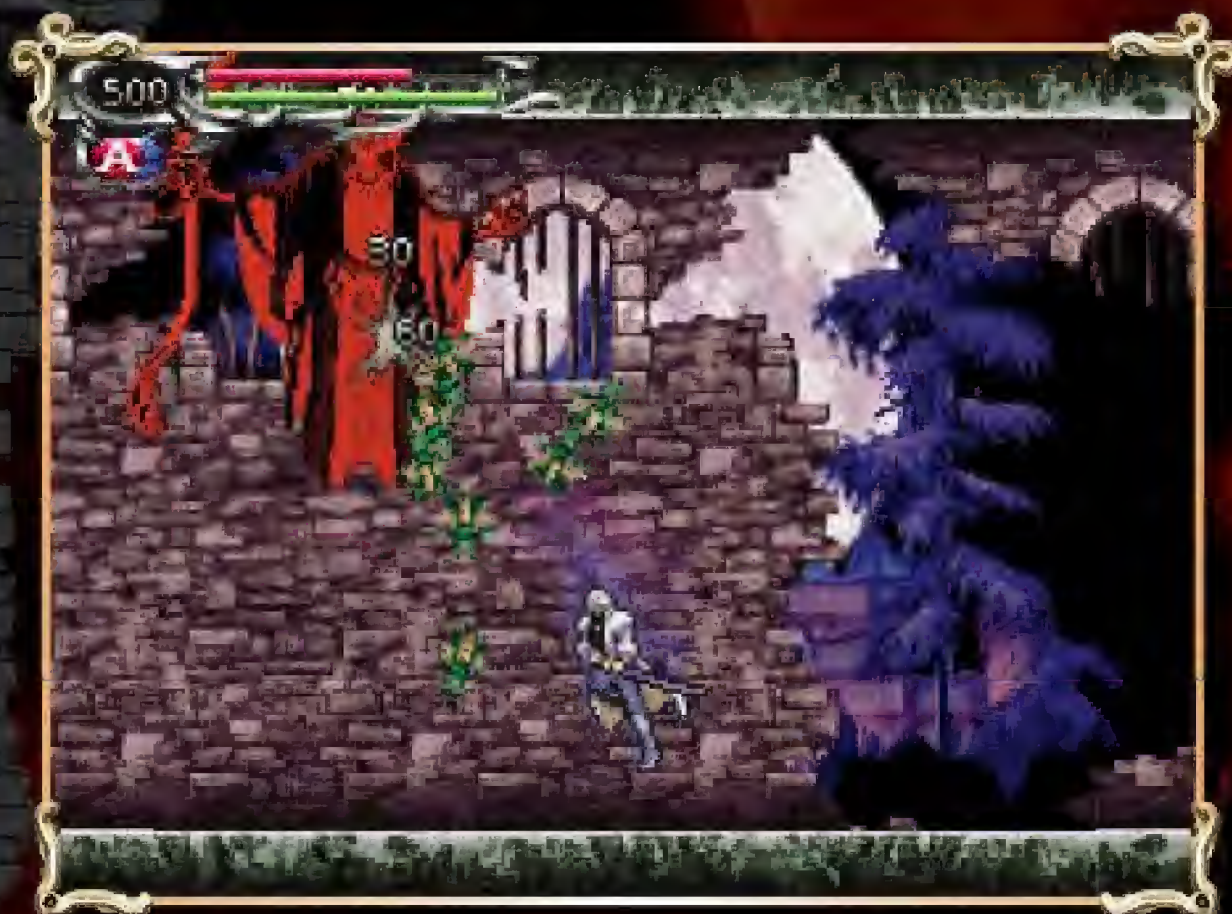
This works much like your battle with Abaddon in the main game. Luck plays a fairly large role, as does practice and a knowledge of where the safe spots will be. There's no real way to do this quickly, so instead, opt to do it safely.



Thirteenth Boss: Death

As Soma

You'll be doing most of your damage with Abaddon. Whenever Death is hovering in place, send out the bugs to whittle away at his HP. You can also dash away from Death's scythe rush, then duck the second hit



and get in a quick slash while he's recovering. It's honestly amazing how much the Black Panther helps during this fight.

His second form's trickier. Ideally, Death will avoid throwing his scythe at you; instead, he'll try for the giant skull attack. If he does, hover next to him with the Medusa Head, fling out the Abaddon locusts whenever they disappear, and keep swinging the Muramasa all the while. If Death tries for the skulls twice in a row — and sometimes he does — you can kill him in a few seconds.

Once Death drops, let his giant skulls — if any — vanish, then dash into the final room for your reward.

As Julius

There's not much that separates this fight from your fight with Death in Julius Mode. In Death's first form, use Yoko's Blue Splash to bring serious hurt to Death. You can heal up with her staff if you take a hit, but you should be focusing on complete avoidance rather than relying on her regeneration.

Once Death enters his second form, zap him with Holy Lightning or Blue Splash whenever you can. If he tries to send out his giant skulls, switch to Alucard, turn into a bat, and fly up next to Death.

Turn back!

Spoilers & Secrets

If thou remain cursed with the weak spirit of a mere mortal and are not prepared for the naked truth to be revealed unto thee, then beware — there lie many ruinous images and hidden texts beyond this point. Thou hath been warned.

Secrets & Spoilers

Julius Mode

If you get the bad ending for *Dawn of Sorrow*, you've just done something horrible, and the only people who can stop it are Julius, Yoko, and Arikado.

After reclaiming the Vampire Killer, Julius returns to the castle that was once the headquarters of With Light. Its monsters have been resurrected, and its traps reset; Julius will have to explore the entire castle once again to reach its darkest depths.

Fortunately, he'll have allies. Yoko Belnades is trapped within the castle, waiting for Julius before she ventures forth. Elsewhere, Arikado has abandoned his pretense, and reclaimed his old power and old name: Alucard.

Together, the three of them can pursue Soma into the depths of the Abyss... where they'll find something horrifying.

The Basics

You begin the game as Julius, outside the castle. Yoko is waiting for you in her shop, and Alucard is in the same room of the Demon Guest House where he gave Soma Mina's Talisman.

In some ways, this is a stripped-down version of the game you played as Soma. There's no money, Hammer's not in his shop, and you don't have an inventory screen. The moves and weapons that you have at the start of the game are what you'll have for the duration.

Julius, Yoko, and Alucard are immune to Poison, Curse, and Petrification statuses, and will sink into bodies of water just as if they had the Rahab Soul. They'll be slowed down by mud or immersion in water.

All three characters' special abilities and subweapons run off of MP, just like Soma's souls. You'll regenerate MP gradually at a rate of roughly 1 MP a second. To get it back faster, grab Hearts from candles, torches, vases, and the like.

At the same time, each character has two to four subweapons or abilities, which you can alternate between at will using the R button. Each subweapon is used by pressing Up + Y, like a Bullet Soul.

Moveslist

Hit X while you're on the ground and standing still to switch characters. You'll cycle from Julius to Yoko to Alucard and back again.

As with Soma's Doppelganger Soul, switching characters will instantly end the duration of any character-specific abilities that were active at the time. For example, if you hit X while Alucard's fireballs are in the air, they'll instantly vanish.

Julius Belmont's Moveslist

Y/A: Swing the Vampire Killer. This can be used to destroy crystal blocks, and has excellent range. It's ATK stat is 60.

Hold Y: Julius uses the "limp whip" attack, as popularized by certain past Belmonts. While the whip's limp, you can use the D-pad to swing it in any direction. It does very little damage.

Note: If you hold the Y button for a moment after you hit an opponent with the Vampire Killer, the whip will go limp as it retracts, hitting the opponent a second time. The extra damage is negligible, but it's also free, so why not? Against larger enemies like Treants, you can jump, hit them in the face, and hold Y to "drag" the limp whip off of them for more than one hit.

A: Jump.

A in mid-air: Double jump.

A, A, L: Julius double-jumps, then throws a short-ranged uppercut. This can damage enemies, but Julius will often get hit at the same time. The uppercut provides a sort of triplejump, but it's nowhere near as powerful as it was in *Aria of Sorrow*.

D + B: Julius does a sliding kick. This is essentially identical to Soma's sliding kick, and can be used for many of the same purposes.

L: Backstep. Julius simply takes a big step backward. His giant floaty ghost backstep from *Aria of Sorrow* is sadly AWOL; Alucard apparently stole it.



Hold Y for an extra half a second for some free damage.

Julius Belmont's Subweapons

Axe

The infamous Belmont axe attack, this is much like the first-rank Axe Armor Soul, with the same drawbacks and uses.

Holy Water

Julius throws a bottle of holy water, which bursts into flame as it hits the ground. The flame wave will travel a short distance before fading out; if it hits a wall in that time, it'll disappear.

As usual, this is a potent and readily abusable weapon against ground-based opponents. It's excellent for whittling away at large enemies' health.

Crucifix

Another classic weapon from the Belmont family arsenal, the Crucifix travels across half the screen before returning to Julius's hand. Any creature struck by the Crucifix suffers Holy damage. If Julius fails to catch it, it'll continue traveling until it goes offscreen.

The Crucifix isn't as powerful as you'd think it would be. It'll usually multihit if you peg an enemy with it right at the limit of its range, when it's about to return to Julius's hand. You can also toss it in the opposite direction of your target and jump over it as it returns, in case you need a ranged attack.

Grand Cross

This has been significantly powered down since *Aria of Sorrow*. In that game, Julius was invincible the moment the move started. Here, he'll spend a long moment charging up to release the Grand Cross, and if he's hit during that time, he'll lose the MP and the Grand Cross won't go off. As such, you're usually better off not using it; there are more powerful options available to you now, and Yoko has most of them.

Note: Julius has no magical strike.



The Grand Cross is powerful, but risky and hard to use.

Yoko Belnades's Moveslist

Y: Yoko swings her staff. This has very short range, but it's fairly fast and has an arc of descent like an Axe or Great Sword.

D + Y: Yoko throws a crouching mule kick. This is a little faster than her staff swing, and her foot travels up far enough that it can actually hit enemies that're slightly above her. This can come in handy when you're crouching underneath an enemy's attack.

B: Jump.

B, B: Double jump.

L: Yoko does a backward cartwheel. This is *fast*, but it takes Yoko further backward than any other character's backstep. Be careful that you don't throw yourself off the edge of a platform.

Note: When Yoko hits an enemy with her staff, she regenerates a small amount of HP. She'll regenerate the same amount of HP each time, even if she only does one point of damage or if the enemy guards against the attack.

She'll even regenerate if you hit an opponent that isn't a viable target at the time, like the Bat Company in mid-metamorphosis or a Homonculus that has yet to emerge from its compartment. Oddly, if Yoko gets cursed by an Imp, she'll regenerate HP with every swing she takes.

Yoko can only regenerate once per attack, even if her swing hits more than one enemy.

1st level: +2

9th level: +3

16th level: +4

25th level: +5

33rd level: +6

41st level: +7

50th level: +8

Yoko will gain another point of regeneration every seven to nine levels thereafter, to a maximum of +12 at 99th level.

Note: Yoko doesn't have a "triplejump" like Julius and Alucard do. She has no magical strike.

Yoko Belnades's Subweapons

Holy Flame

This is a quick explosion of fire from Yoko's outstretched palm. At point-blank range, it can hit twice before the flame dies out, and it has a bit more punch than Julius or Alucard's normal attacks. (As a general rule, it'll do maybe 140% of the damage of a whip or sword strike.) It's mostly useful to exploit certain enemies' vulnerability to fire, but that point-blank damage is nice. This uses up 20 MP.

Blue Splash

Yoko poses for a moment as five giant icicles appear in a 180-degree arc around her. A moment later, they fly off in five directions, each icicle going in a straight line. Blue Splash uses 40 MP.

Soma never got an effective ice attack, apparently because Yoko stole it. The Blue Splash does a *lot* of damage, even against enemies that're theoretically strong against ice attacks. If a target happens to be weak against ice... well, it's goodnight, Irene.

The individual icicles move just slowly enough that they can hit particularly large enemies more than once. For example, if you fire off Blue Splash while Paranoia is directly above Yoko, it'll take two hits from the vertical icicle.

Blue Splash has one small problem, however, and that's its lag time. Yoko is defenseless and immobile in the second or so it takes the icicles to appear and fire. The icicles aren't lethal until they fire, so any enemy in the area has a sizable window in which to wade in and hit Yoko. It's probably the last thing that enemy will ever do, but they can and will still do it.

Holy Lightning

For just 80 MP, you too can destroy whatever it is you're fighting.

This is a win button against many normal enemies, especially Armors. Yoko fires three globes of electricity that home in on enemies in the area, each of which will hit several times before fading away. The Blue Splash tends to do more damage with a single hit, but Holy Lightning can clear an entire room in seconds.



The Holy Lightning may look better, but it's all about the ice.



The Holy Lightning: also known as the "I Win" move

Against bosses Yoko's size, such as the Zephyr, Holy Lightning's a waste of MP, but against larger opponents like Great Armors or even Gergoth, it's invaluable. However, it also uses up a whopping 80 MP. Even at high levels, you'll need to make your shots count.

Note that Holy Lightning can be used to activate the spotlight in the Pinnacle and summon the Mothman.

Alucard's Moveslist

Y: Alucard swings the Alucard Sword. This is a fast stab, like Soma's Katana, and has many of the same advantages. Its ATK stat is 55.

D/F + Y: Alucard swings his sword at a downward angle. This is useful for hitting small enemies like Unes. You can use this in the air.

A: Alucard glides to the other side of the screen, swings his sword, then returns to his original position. This is much like the Cutall's magical strike.

B: Jump.

B, B: Double jump.

B, L: Alucard does a vertical superjump. This works almost exactly like Soma's Hippogriff Ability Soul.

L: Alucard does a quick back-step, in much the same way as Julius.

Alucard's Subweapons

Fireballs

Alucard spreads his cloak and launches three fireballs. Each fireball can hit independently of the others, so you can nail a single enemy up to three times. However, any viable target will stop and extinguish a fireball, whether it's an enemy or a torch.

Alucard's fireballs can't be used in the air.



Alucard doesn't have any of his old spells, but his fireballs are potent.

Bat Form

Alucard transforms into a black bat. You can use this to get through the small gaps that Soma used the Puppet Master Soul for, and, of course, to fly. More importantly, you can use this to hover in mid-air, thus avoiding attacks like Death's giant skulls.

Note: Alucard has no sliding kick, and he's lost all his spells from *Symphony of the Night*.

Leveling Up

In *Aria of Sorrow*, you could improve Julius's stats by picking up the orbs that dead bosses dropped. That system's been jettisoned in *Dawn of Sorrow*, in favor of a level-up system based on Soma's.

You get roughly the same amount of EXP for defeating enemies in Julius Mode as you do in the main game, but in Julius Mode, you have no status screen. As such, you never quite have any idea how far you've got to go until your next level. The best way to powerlevel is usually to go find something big and dangerous, like a Stolas or a Final Guard, and pick on it until you level up.

Walkthrough

Just as in *Aria of Sorrow*, Julius Mode is the perfectionist's version of the game. Soma could afford to be reckless and take a few extra hits, because you were probably carrying a full load of Potions and food. Julius doesn't have that fallback. You'll need to turn your game up a notch, watch enemies' patterns, and learn how to take them out with minimal danger to yourself.

One thing you'll notice early on is that Julius Mode is, to a large extent, Yoko's house. She's physically weaker than Julius or Alucard, with lower ATK and DEF, but her spells and regeneration more than make up for the lack. Besides, it's Julius Mode. You're not supposed to be getting hit anyway.

(If you really want to challenge yourself, you can deliberately avoid Yoko's shop in the Lost Village, and try to clear Julius Mode with only Julius and Alucard. Good luck...)

You'll begin the game as Julius, alone and standing outside the castle. Your goal is to explore the castle and defeat all the bosses. Once they're all gone, the seal on the entrance to the Mine of Judgement will be broken, allowing you to confront Death and open the way to the Abyss.

(Note: *Paranoia* is a completely optional encounter in Julius Mode. You don't have to beat him to open the Mine of Judgement.)

Once you've gotten through the Abyss, you can confront the reincarnation of Dracula... and defeat him once again.

Notes on the Castle

Between Julius and Alucard, you've got all the moves you need to reach every room in the game. A few things have changed since Soma was here, so you won't need any of his specialized Souls to explore the entirety of the castle and get 100% completion.

- At the east end of the Lost Village, the wall near the mirrored area has collapsed. Soma needed the Paranoia Soul to reach the room at the end of the hall, but Julius and company can simply walk through.
- The water's drained out of the spike corridor in the Subterranean Hell. You can get through it using Alucard's bat form.
- You'll only fight Dario once, in the Garden of Madness. When you reach the top of the Pinnacle, you'll fight the Agnis instead.
- The Cursed Clock Tower is incredibly dangerous in Julius Mode, since you can't heal as readily as Soma can. Yoko's backstep is a big help against both the pistons and the revolving spikes. You can also regenerate a bunch of HP very quickly by letting an Imp curse Yoko. It's a little weird, honestly, but hey, free healing.
- The door between the Condemned Tower and the Pinnacle is once again locked. To open it, you must defeat Gergoth and get the Tower Key.

Boss Notes

Since you don't need to explore the castle in any particular order in Julius Mode, you can pretty much make a beeline for all the bosses once you've found Alucard. You'll probably want to take them in order, though, so you can level up along the way.

Flying Armor

Recommended Character: Julius

The Armor is Axe bait, pure and simple. It's slow and has an inherently predictable pattern. If you run in here as fast as you can, you may have a bit of a problem, as one or two hits will cost you the round. Even then, however, as long as you watch it carefully and attack from a position of safety, you'll be fine.



You'll run out of MP early on, but the Flying Armor's not a real threat.

Balore

Recommended Character:
Yoko/Julius

A few shots of Holy Lightning to the face will sort Balore out, but you'll run out of MP well before he drops. Once that's done, switch to Julius, keep dodging Balore's fists, and apply the Vampire Killer to Balore's face. This is a warmup bout for the serious bosses to come.



Balore's a lot of sound, but not much fury.

Dmitrii

Recommended Character:
Julius

Dmitrii will begin the encounter using the Malachi Soul, as he did when you fought him as Soma. Unlike that encounter, you can doublejump now, so it's not that hard to dodge the darkness globes and pummel Dmitrii.

He'll ditch Malachi to mimic any subweapon attack you hit him with, however. Of your available options, you're better off nailing him with the Holy Water, since you can hop over each small wave and keep dropping flames on his head. Dmitrii with the Holy Lightning is kind of our nightmare scenario here.



Soma's brought Dimitrii back for an encore presentation.

Malphas

Recommended Character: *Julius*

I have two words for you: "Grand Cross." Then I have one more word for you: "Axe." If you've leveled Julius up at all, he'll dismantle Malphas in a couple of minutes. This Malphas is a bit more aggressive than the one Soma fought (he'll use his wave of ravens from the beginning of the fight, rather than waiting until he's nearly dead), but Grand Cross can damage him faster than he'll damage you.

Dario

Recommended Character: Yoko

By the end of the main game, Soma's owned Dario pretty badly. Now it's time to completely emasculate him. Yoko will kick Dario's teeth in and make him like it.

Yoko's Blue Splash just rips Dario to pieces, and her speed and high double jump let her easily evade most of his attacks. Chances are that Dario will keel over well before you run out of MP. Just keep Blue Splashing.

The only attack of Dario's you need to watch out for is his hand-fireball; while this attack was nearly harmless when you were playing as Soma, its speed leaves Yoko at a disadvantage. If you see Dario go into the fireball, stop attacking and immediately crouch.

Puppet Master

Recommended Character: Julius

There's no real margin for error here, as one or two trips to the iron maiden could cost you the game. Hitting the Puppet Master itself is something you do while you're waiting for its puppets to materialize.

The advantage to using Julius is that unlike Alucard, he has a backswing. You can cover yourself fairly well from the falling dolls with his Axe and the overhead arc on the Vampire Killer, and when you leap up to destroy one of the puppets, you'll damage the Puppet Master as Julius's hand goes back.



Belmonts are apparently Malphas's natural predator.



Grrl power, baby. Oh yeah.



The dolls are chump change. It's the iron maiden you need to watch out for.

Rahab

Recommended Character:
Julius

This is really just embarrassing.

Rahab can do nothing to damage you if you're standing in the corner of the room directly underneath your point of entry to his lair. Walk inside, drop down, and watch as Rahab's entire offensive routine completely fails to come anywhere near you. Julius can quietly and systematically whip it to death without moving from this spot.



Woohoo! We eat tonight!



Gergoth

Recommended Character:
Yoko/Alucard

When in doubt, powerlevel. Gergoth has a lot of HP and does tons of damage per hit, so you'll have to outlast him.

Open the fight with Holy Lightning, then watch for your opening. If he tries for a body splash or a bite, you can duck underneath his chest cavity and only take one weak hit, if that. By the time Gergoth stands back up, you can regenerate most of the damage from that hit by repeatedly kicking him in the junk.



...and you smell... and you stepped on me... and...

If he goes for the death cloud, hug the wall and hope you're in a safe spot. The cloud does a lot of damage, and if you get hit at all, you'll probably take at least two shots from it before you can get clear. If you're in a position to do so, fire off a Holy Lightning the moment the cloud appears, and you can get rid of a lot of it before it has the chance to damage you.

Finally, there's the giant beam o' death. You could tuck yourself in at his ankles and hope you've found the safe spot, or run through his legs, taking a hit, and start pummeling Gergoth from behind while he's firing the beam. The good news is that while he's blasting, you can heal up by beating his hindquarters with Yoko's staff.

Once the floor goes out, you're actually in better shape than you were before. Now you can dodge most of Gergoth's offensive routine by superjumping over it as Alucard. Use that to avoid taking some of the hits that you couldn't dodge before, and keep up your offensive pattern. Once Gergoth hits the ground, you've almost won this fight.

Zephyr

Recommended Character: Alucard

Julius is a bit too slow and the start-up time on Yoko's spells is too long. Alucard is just the balance of speed and power you need to win this fight easily. Dodge Zephyr's leaping and rushing attacks, then nail him with Alucard's triple fireball when he tries to stroll across the room. Don't try to just spam him with fireballs, or you'll get punished by his time-stopping counterattacks. Use a hit-and-run fighting style; run in, swipe him with the sword, then dash out and wait for a fireball opening.



And if I still had my spells, I'd beat your ass even faster.

If you're wounded or you don't have the patience for all of this, you can use the same exploit here that you used in the main game. Run to one side of the room, wait for Zephyr to dash after you, then jump over him, slash him in the back, and run to the other side of the room. Repeat.

Bat Company

Recommended Character: Yoko

The difficulty with the Bat Company fight in Julius Mode is that there's just no room for dodging. Even the fight with Gergoth offered a basically reliable safe spot, but you get no such comfort here.

The trick to winning is to use Yoko's spells to kill Bat Company so fast that your lack of room doesn't matter much. Open up with a salvo of Holy Lightning, then switch to Holy Flame. Yoko's floaty jumps are perfect for dodging the moai head's projectiles, her backdash can expertly get her out of the way of the giant bat, and with a bit of luck you'll find she can easily jump over or slide under the giant hand. Hammer Bat Company with spells as fast as you can when you're not dodging. To win this fight, you really need to be able to put Bat Company down in around a minute, preferably less.



If only she could equip shield-bits.

Aguni

Recommended Character: Yoko

Yoko has two advantages going into this fight. One is that she doesn't have to spend as much time in the air as Soma or Julius would, since you can nail Aguni pretty much at will with Blue Splash. The other is that Blue Splash can do 200+ points of damage a hit to Aguni, and it's almost impossible to miss with it.

The trick is to choose your hits wisely. You're not in any hurry, so get a feel for Aguni's

pattern and stay out of his way. The best time to hit him is right after he's done his dive attack and the ensuing wave of flame has died out. If you time it right, a single icicle may even hit more than once.



Aguni is easier in Julius Mode, thanks to Yoko's ice magic.

Paranoia

Recommended Character: Yoko

I hate to sound like a broken record, but, well, Blue Splash. If you try to mix it up in melee with the first form of Paranoia, he'll clobber you. Use Yoko's magic to stay away from the first Paranoia while bombarding him with icicles.

When you start fighting the second Paranoia, it's important to avoid its blasts. Watch the mirrors just before Paranoia fires his laser; they'll flash briefly in sequence. This indicates where the laser will go, which'll make it easier to avoid. Once you've survived that, keep punishing Paranoia with Blue Splash.



You don't have to fight Paranoia, but he's worth some decent EXP, so why not?

Death

Recommended Character: Yoko/Alucard

While you're fighting Death's first form, focus on getting by without taking a hit. Never get too close to one side of the room or the other, or he'll corner you with his scythe rush. The best time to hit him is when he's attacking with his duplicates; stand between the blasts and bombard him with icicles or lightning. If he's just floating around, batter him with Yoko's staff.

Once he changes forms, things get harder. If you get the opportunity, such as when Death's scythe is on the way back, hit Death with Yoko's ice spell. Otherwise, you'll need to switch to Alucard, since his bat form is the only way to dodge Death's giant skull attack.

When Death starts tossing his white bolts, doublejump up by Death and turn into the bat, then stay there until the fourth skull disappears. You could also hammer on L to keep superjumping into the ceiling, but the timing on that's a little tricky. You're safer as the bat.



Death's first form is easy. It's his second form that'll kill you.

Remember, if Death dies while the skulls are out, the skulls are still lethal until they vanish on their own.

Abaddon

Recommended Character: Julius

Here's where Julius earns his keep. The only way to survive Abaddon's locust swarms is to tuck yourself into the room's safe spots.

Julius's big advantage here is that he can sometimes create those spots with well-timed blasts of Holy Water, while simultaneously damaging Abaddon. It's not much help, honestly, but it might be enough to keep you alive.

Each of Abaddon's swarms has a particular spot where you can crouch or jump to avoid them. The horizontal "U" shapes can be dodged by crouching in the corner, opposite of where the wave emerges, while you can avoid the falling vertical "curtain" formation by standing in the corner of the screen underneath the wave's point of origin. The big vertical "U" shape is the easiest to dodge of the lot, as you can either jump up to the center of the ceiling or hug the wall on either side.

The straight line of locusts is what you really have to watch out for. Sometimes you can simply crouch under it, but the further the line travels, the more it spreads out. You're better off throwing out Holy Water and destroying as much of the line as you can with the wave of flame.

While you're avoiding the locusts, occasionally take a moment to take a swing at Abaddon with whatever's handy. Holy Water is an excellent choice, as it'll do as much as 200 points of damage per shot, as well as destroying any locusts in the area.

Just be patient and stay out of the locusts' path. This fight depends largely on luck, reflexes, and pattern memorization, and you won't win it quickly. If you aren't having any luck, go find a Stolas and let it summon Erinys until you've leveled up a few times.

You're almost done with Julius Mode. Even though this is the spoiler section, we're going to refrain from showing shots of the final two bosses. You really have to see these for yourself.



Each wave of locusts has a safe spot. The question is whether you can reach it.

The Dark Lord

Recommended Character: Julius

The new dark lord of chaos is accompanied by Gaibon. He likes to teleport around the room Dracula-style. If you're close by when he appears, he'll attack with an effect similar to the Great Axe Armor Bullet Soul. Gaibon usually sticks close to its master, and will occasionally attack independently.

If you're playing with the sound off, turn it back up now. Gaibon will roar and open its mouth right before it rushes you. If it's offscreen, the roar is all the warning you get. Fortunately, you can avoid Gaibon with a double-jump, or by running away.

You really need to take the dark lord out without getting hit, as you'll need every HP you can spare against his second form. The best way to do that is to tag him from long range with Julius's whip, or drop Holy Water on his head right before you run away. If you play it safe, you can take him out surprisingly easily. Your biggest problem is if he teleports when you're standing too close to a wall. If that happens, get past him as fast as possible, before you're caught between Gaibon and the dark lord's axe.

Dracula

Recommended Character: Yoko

Okay, hands up. Who didn't see this coming? None of you? Okay.

Most of the reborn Dracula's attacks are insanely difficult to avoid, but you can get out of their way with enough practice. As a general rule, they all have enough hit power that an individual character's DEF doesn't matter; whoever you're using, if Dracula hits them, will get the taste smacked out their mouth. Count on taking at least 120 points of damage from any single hit.

Of course, most of that only applies if you're standing in front of Dracula. He's an all-consuming engine of destruction... as long as he can see you. If you get behind him, all you have to worry about is a salvo of darts from his Harpy familiar.

When Dracula first appears, drop some Holy Water on him for the cheap damage, then switch to Yoko. When Dracula jumps, turn around and quickly hit L. Yoko will cartwheel underneath Dracula's legs, completely avoiding his swarm of dangerous Larvae. If you then dodge forward a bit so you're standing right underneath the Harpy, you'll even be able to avoid the darts.

Now, while Dracula's turning around, use Blue Splash and Yoko's staff to pummel the snot out of him. This isn't going to be a fast victory, but as long as you avoid his Larvae/flamewave combination, you'll be able to beat Dracula once again.

Unique Magical Strikes

Not all weapons are created equal. Some weapons in *Dawn of Sorrow* have special magical strikes that separate them from their more common equivalents. It's worth keeping many of them around simply for the extra tactics that they offer.

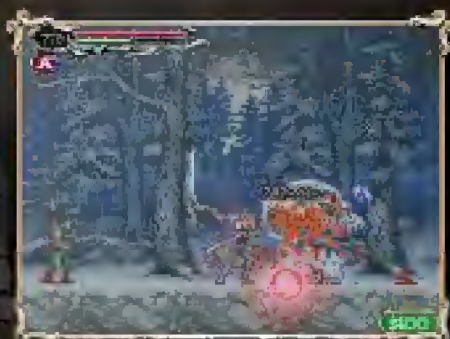


Cutall, Cinquedia

Soma teleports to the left side of the screen, stabs once, then returns to his original position. This looks and acts much like Julius's old backstep from *Aria of Sorrow* (as well as the Osafune and Masamune Katanas from *Symphony of the Night*), and can be used as a handy instant countermove.

Claimh Solais

The Claimh Solais's blade grows to massive size right before Soma swings it, expanding the sword's hit zone to roughly half the screen.



Death Scythe

Soma unleashes one of Death's giant skulls for massive damage. This is the second most damaging attack in the game (only a fully charged, maxed-out Skull Archer arrow has it beat), and is all the moreso since it can be used in an easy, powerful combo. Swing the Scythe, then hit B to send out the skull. Presto: you just did about 500 damage to some poor schmuck.

Gungnir

The spear's head emits a massive beam of lightning that goes full-screen. Like the Death Scythe, this is very combo-friendly.



Ice Brand

Soma unleashes a short-ranged cloud of supercooled particles, which'll hit for Ice damage.



Laevatain

A large fireball explodes from the end of the sword, scorching anything within its range.



Muramasa

Unlike other Katanas, the Muramasa's magical strike hits twice at its full, usual range, and both hits do slightly more damage than its standard attack.



Trident

Unlike other Spears, a Trident's magical strike is a lunging stab, much like that of a Sword, Knife, or Rapier.



Valmanway

The Valmanway has no magical strike. Its standard attack is powerful enough as it is.





Hidden Stuff

What would a *Castlevania* game be without some good old-fashioned secrets? There are a lot of mysteries locked inside Celia's castle, and at this point, we're pretty sure we've solved them all. Here are a few tips to unlocking these for yourself.

GBA Connectivity

If you start a new game of *Dawn of Sorrow* with a copy of *Castlevania: Aria of Sorrow* in your Nintendo DS's GBA cartridge slot, you'll unlock some bonus content.

-  • Soma will begin the game with a Meat Strip and some Spoiled Milk in his Items inventory, as well as the usual three Potions that he always has.
-  • You'll also begin the game with a Rare Ring accessory, which'll boost your LCK by 5 and improve the rate at which monsters drop rare items.
- Finally, there's a cute super-deformed Mina Doll on the shelf in Yoko's shop. The Mina Doll will appear in all games on your cart as long as *Aria* is in the DS.

A note for those of you who imported either game: this secret only works if both cartridges are from the same place. You can't pull this trick off with, say, a Japanese copy of one and an American copy of the other.

Secret Rooms

Every castle has secrets. In Celia's castle's case, it's that some of the castle is inexplicably sealed off behind none-too-sturdy stone walls, which'll collapse given the slightest provocation. These rooms represent about 0.9% of the castle, which makes them of obvious interest to completionists.

To explore 100% of the rooms in the castle, you'll need to find these secret rooms. None of them are in terribly obvious locations, although you're sure to find one or two of them by complete accident (especially if you're in the habit of using the Axe Armor Soul).

You can remove much of the guesswork from this process by equipping the Peeping Eye Enchant Soul, which'll make secret rooms' entrances glow with an unmissable white light.



The Lost Village 🔥

In the southeastern part of this area, in the room with the five Zombies, toss an Axe at the floor. You'll break through into a secret room that contains Corn Soup and a moneybag.

From that secret room, head back up and go right. There's a mirror in the background; enter it. You can then pass through the wall into the other side of the room to get the Tear of Blood.

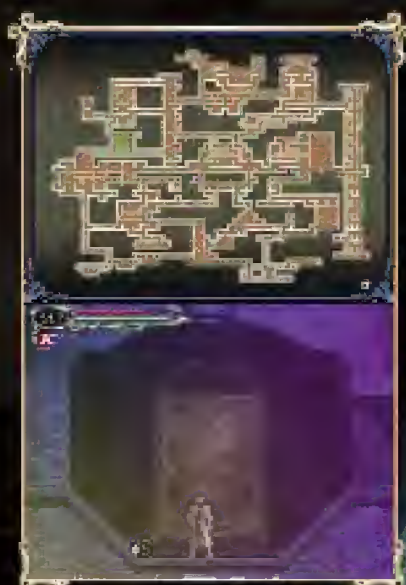


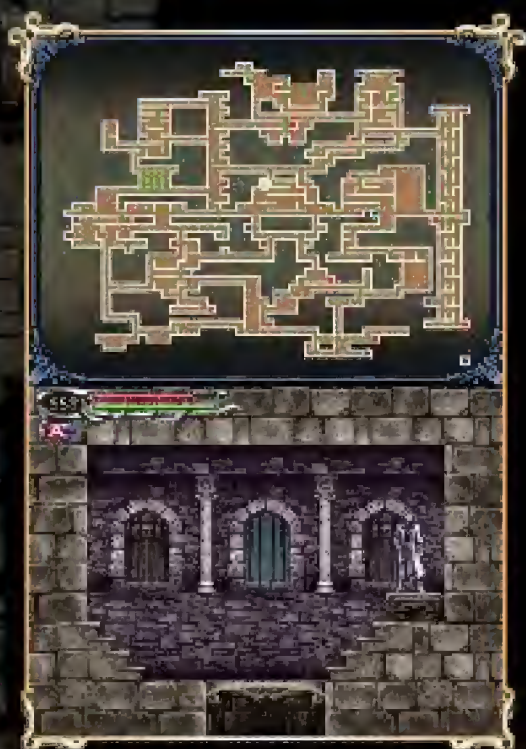
Wizardry Lab 🍷 🧙

In the long corridor lined with crystal blocks, look at the ceiling about halfway down. It's quite difficult to reach this room without the Bat Company Soul, but inside, you'll find a plate of delicious Foie Gras.

In the room where you found the combat knife, you can enter the mirror to pick up

the Rosary. Mirror rooms count toward your map percentage, so you'll want to uncover them along with the hidden rooms.





Garden of Madness

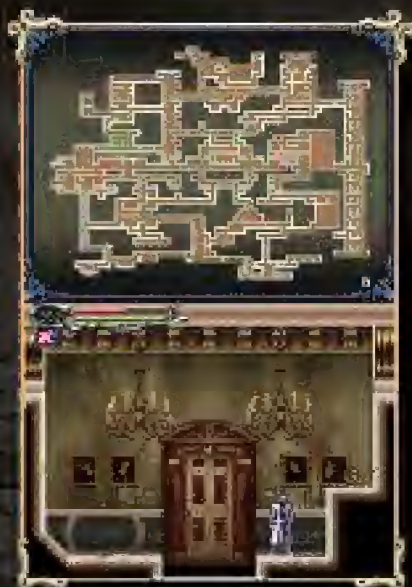


There's a Save Room near the area where you fight Dario for the first time. From it, go west, through the room with the Treants, until you encounter a Corpseweed in the second room west. Toss an Axe at the ceiling to reveal the entrance, but you cannot enter it until you get the Bat Company Soul. Inside, you'll find the Ninja Suit.

Dark Chapel



There's no secret rooms here, but there is a mirror in the room where you found the Red Scarf. Enter it to pick up the Megingjörð.

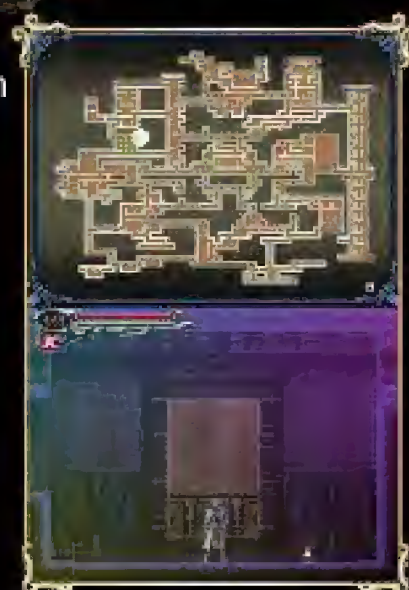


Demon Guest House



As you emerge into the Demon Guest House from the Garden of Madness, attack the ceiling to reveal the entrance to a room containing the Rune Ring.

Backtrack to the room where you got the Ring Mail earlier. Enter the mirror to pick up Dracula's Tunic.

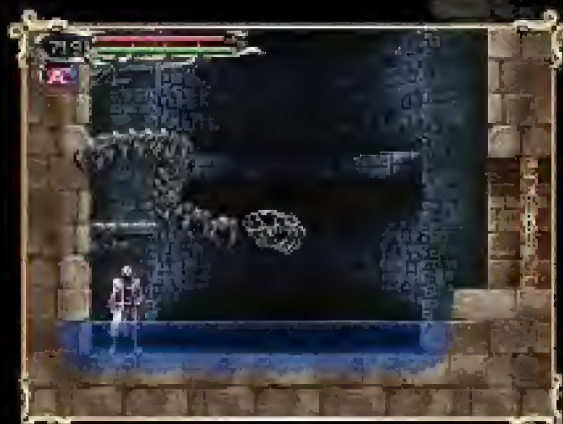


Subterranean Hell (Hidden)

Technically this secret area starts in Subterranean Hell, runs under the Wizardry Lab, and ends in the Lost Village. We'll just consider it part of Subterranean Hell for the sake of argument.

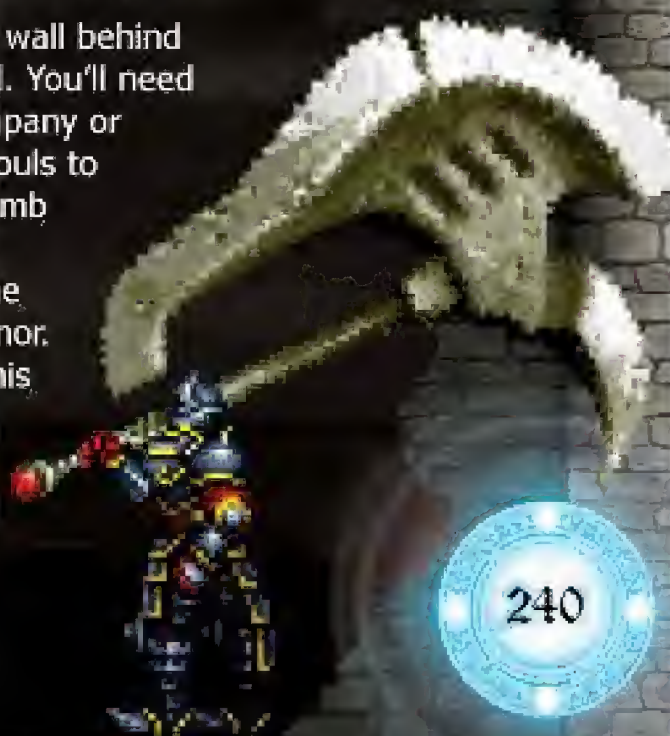
After you pass through the spiked corridor in the Subterranean Hell, head west until you reach the vertical hallway full of Ghosts. There's an invisible maze of girders blocking passage up this shaft, but you can see the girders when a Ghost flies over them. Equip Draghighnazzo before you scale this hallway, so you may make your jumps without getting knocked silly by a Ghost, and keep working your way west. You'll reach a long vertical shaft guarded by a White Dragon; at the top of the shaft, you may hit a plunger to knock a hole into the floor of the Lost Village.

Along the left wall of this shaft, near the top, you'll find a secret door. Inside are several Axe Armors, a Great Axe Armor, a plate of Caviar, and a short passage that leads to another plunger. This, too, will let you return to the Lost Village, just outside Yoko's shop.



Subterranean Hell

Look on the wall behind the waterfall. You'll need the Bat Company or Hippogriff Souls to make the climb to it. Inside, you'll find the Eversing armor. Getting to this one is a bit of a pain.





Silenced Ruins



Return to the room where you found the Mana Prism, and enter the mirror. A Super Potion is waiting for you.



Cursed Clock Tower



Enter the mirror in the room where you found the Scale Mail before to pick up the Platinum Stud.



The Pinnacle



All of these hidden rooms are mentioned in the Chapter 9 Walkthrough, but we'll go over them once more here.

Hippogriff-leap to the top of the large room at the top of the vertical shaft filled with Guillotiniers. Attack the wall to open up an area containing the Durandal.

Attack the floor of the room just outside the Teleport Room. You'll open up an area containing the Truffle.

Attack the ceiling in the area just outside of the Pinnacle's boss room. You'll find an area containing Satan's Ring and the Fragarach.

The Hidden Monsters

Three of the monsters in *Dawn of Sorrow* are either hiding, or aren't conventionally accessible. They won't appear on their own. If you want to fight them, and thus get their Souls, you'll need to use other monsters' souls to draw them out.

The UMA tabloids you can find throughout the castle hint at the locations of each of the three hidden monsters, but the headlines--especially the maddeningly vague headlines of 3-1, 3-2, and 3-3--can be a little difficult to decode. Fortunately, we've got your back.

Yeti

Return to the front yard of the castle, where Soma spoke with Hammer at the start of the game, and equip the Waiter Skeleton Bullet Soul. Toss a plate of curry on the ground, and the Yeti will leap out of the background to chow down. It won't stick around or attack you, but it'll be taking damage from the curry plate, so you'll just need to pull out something fierce to finish the job.



Mothman

In the Pinnacle, you'll encounter a pair of Final Guards standing on either side of an unlit spotlight. Hit the spotlight's generator with a bolt of lightning from the Rycuda Bullet Soul, and the Mothman will appear. If you don't get its Soul on the first try, you'll have to dispatch at least one Final Guard to get back to the spotlight.

Flying Humanoid

This monster's only visible in the distant background of the room between the Zephyr's lair and the nearby save point. To dispatch it, use the Mandragora Bullet Soul.



Other Secrets

There are three items concealed in *Dawn of Sorrow* that are, essentially, trophies. They've got no real purpose except as in-jokes and proof of your absolute mastery of the game. They are here, though, so let's talk about how to get them.

You can get these items in both the main game and in Julius Mode.

The Hidden Bell

Once you get the Hippogriff Soul in the Abyss, return to the bell room in the Dark Chapel. As you enter the room from the west, superjump up into the first bell you reach. When you do so, a special Bell will fall out. This item has no EXP value, and cannot be used.

Trophy #1 is yours!



The Hidden Crown

In the huge vertical portion of the Demon Guest House--the part with all the chandeliers--head up to the second room. There's a small bedroom in the southeast corner of this room that contains a single Waiter Skeleton and a chair. Sit in the chair for a few seconds, and the Crown will emerge from the ground, just like in the original *Castlevania*. Like the Bell, it has no EXP value and cannot be used.

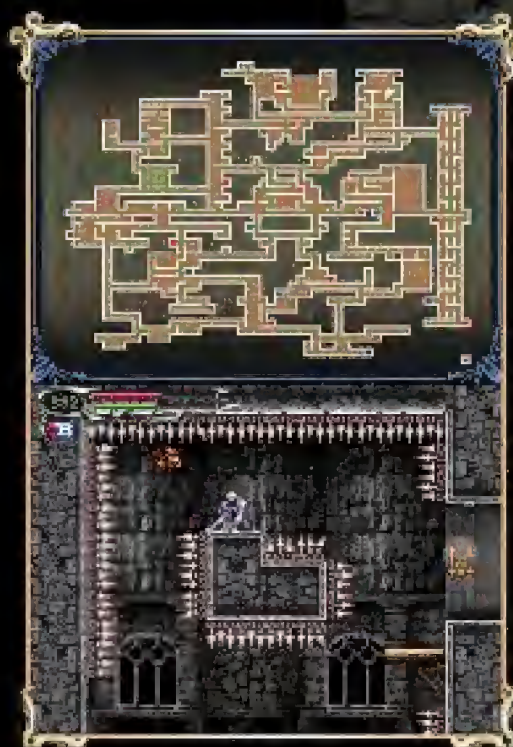
Take a seat. Your reward will be out shortly.

The Hidden Konami Man



This old-school Konami mascot is hidden in the Cursed Clock Tower. Visit the room occupied by a single Slime and Tanjelly, and then crouch in the spike-free area for one second. Konami Man will fly across the screen in all his 8-bit pixelated glory. Stand up and catch him to add him to your collection.

Remember, he won't give you anything if you hit him.



The Giant Piano

You'd think this'd be a puzzle. It isn't.

If you're like us, you'll spend about two hours playing with the giant piano in the Demon Guest House, trying to figure out what kind of amazing, intricate secret something like this conceals.

As it turns out, it does not conceal any kind of secret at all.

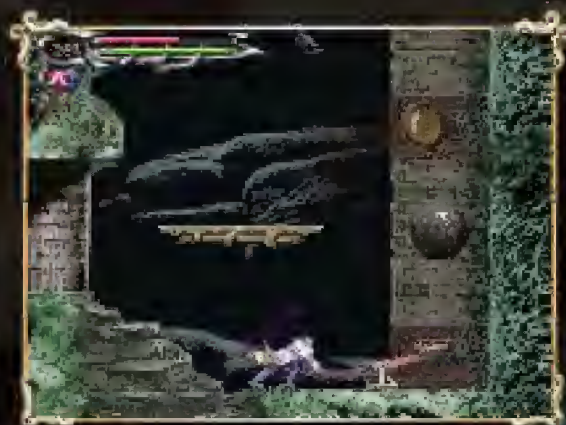
It is "just" a giant piano. This is perhaps the most devious secret of all.

The Strength Test



In one of the side passages in the Subterranean Hell (see pg. 74), there's a seesaw on the ground. One of Julius's hints will relate to this puzzle, which is actually a test of strength much like the one you might've seen at a carnival.

The strength of the Hammer you hit the seesaw with will determine the height to which the ball rises. If you smack the seesaw with a plain Mace, you'll get a Potion; if you upgrade to a Morgenstern, you'll get a Hi-Potion; and if you come back here with a Mjolnir, you'll hit the third and last bell and earn a rare Super Potion.

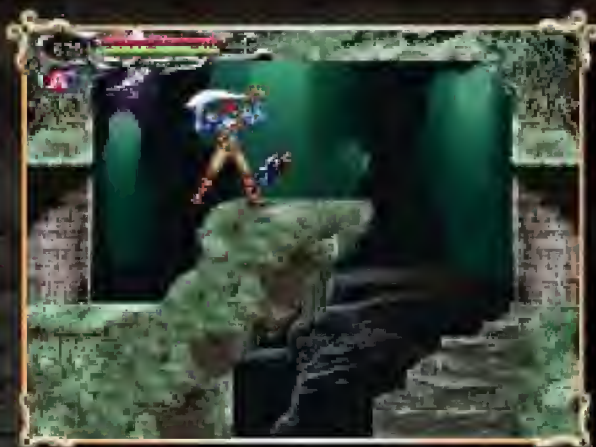


Tactical Soul Combos

Some of the Bullet Souls and Guardian Souls work well together, whether it's because of the monsters' association or some thematic link. When you equip a certain Bullet Soul with a certain Guardian Soul, you can pull off a Tactical Soul Combo that'll produce a brand-new effect. This effect will usually kick in once you press R to invoke the Guardian Soul's effects.

Flame Demon + Bat Company

With both of these equipped, you can toss fireballs in bat form.



Fleaman + Bat Company

In a bit of a nod to the original *Castlevania*, you can drop Fleamen on your enemies while you're in bat form.

Slogra + Gaibon

The gruesome twosome from *Symphony of the Night* return for another go-round... sort of. While you've got Gaibon backing you up, he'll toss one of Slogra's spears at the same time you do.



Guillotiner + Mini-Devil

The Mini-Devil will summon a Guillotiner at the same time you do.



Une + Alura Une

Your Alura Une familiar will produce a scatter of Unes across the ground, in addition to its usual attack routine.



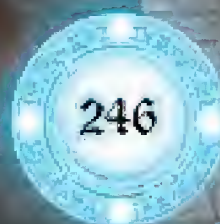
Amalaric Sniper + Skull Archer

While Soma's charging up his bow, the Sniper will appear behind him and provide cover fire.



Fish Head + Needles

When you throw a Fish Head, the Needles will too.



Interview

For this guide, we wanted to include an interview with Konami, but we wanted to be sure we asked the all the right questions — the ones that were burning in the fans' minds. What better way to do that than to let the fans ask the questions themselves? It seemed reasonable to us, so we posted an invitation on several public message boards, for people to send their questions to us and be answered within this guide. With a bit of luck, we were able to have the questions answered by the producer of *Castlevania: Dawn of Sorrow* — IGA.



IGA
Producer — *Castlevania*

CyberAkuma: Will you ever construct a full co-op mode in a *Castlevania* game?

IGA: Since online games are becoming mainstream, I suspect we need to consider full co-op mode regardless of it being off/online. Yet, we have no specific plans as of now. I still feel like focusing more on single player...

MagnaderAlpha: Seeing that *Castlevania* tales taking place with Soma are set in the near future, do you think we'll get a *Castlevania* title set in the distant future?

IGA: Maybe something Cyber as a side story series? (laughs) So far, I've only been thinking of the near future where Soma is.

Elanthis: Is *Castlevania* in any part based on or inspired by the *Vampire Hunter D* franchise? The first *Vampire Hunter D* novel came out in 1983, three years before the first *Castlevania/Vampire Hunter* game, as I understand.

IGA: I can tell you the original *Castlevania* Series never got inspired by *Vampire Hunter D*. Yet, as the series went on and various products came out, I can say that some of them were inspired by the novel. Personally speaking, I like *D*. I can tell you Alucard is inspired to some extent.

Dark Metamorphosis: I've noticed a lack of *Castlevania* products (other than games and soundtracks, of course). Does Konami have any plans to make *Castlevania* memorabilia? Things like action/gashapon figures, t-shirts, ect?

IGA: I wish to make merchandising happen but I'm very busy with development work. I hope I can work on it in future. Well, actually, we sold some merchandise in the past here in Japan, such as caps and jackets.

Ashenian: Why was the resurrection of Dracula moved from 1997 (100 years after the publishing of Stoker's novel) to 1999 in *Aria of Sorrow*?

IGA: I have to let you know, he does not revamp every 100 years. It's said in the myth "Every 100 years, when people's faith in God is forgotten" so I consider it the faith in God is the most important part. As you see in the *Castlevania* time line, it's not every 100 years. So *Dawn of Sorrow* does not have to be set in 1997. Rather, what I felt interesting for this setting comes from a prediction by Nostradamus that told about a big evil lord in 1999. Since there was a solar eclipse in Eastern Europe at that time, don't you think it's a good story setting?

Mel: Why didn't Ayami Kojima do the artwork for *Dawn of Sorrow*?

IGA: We have 2 main reasons. One is because we were asking for her for help with *Curse of Darkness*, our other project. We had to have less work load for her. The other is that when we had her design for the GBA game, we weren't able to make it sell successfully, although the game itself scored high with reviewers and fans. We asked Sales for their thoughts — our conclusion was that GBA hardware demographics did not match the *Castlevania* target age group. As a developer, I was confident that the game was not only for mature audiences, so we made a big decision to go with an anime style, to appeal to the younger audience.

Cecil-kain: Now, you are on record as saying that Mathias (from *Castlevania: Lament of Innocence*) is indeed the Count Dracula we have known throughout the rest of the *Castlevania* series. Furthermore, we also know that Soma is Dracula reincarnate; however, he is not a vampire and appears to hold no Crimson Stone, but he somehow manages to collect all of these monster souls. Could you please explain the Mathias/Dracula/Soma connection in some more detail — also what connection, if any, does Soma's soul collecting ability have to the Crimson Stone?

IGA: Mathias becomes a Vampire and leaves Leon and changes his name and outfit to live quietly. He is ultimately renamed Dracula, which means dragon or evil. Dracula spends hundreds of years gaining magical powers and becomes the Evil Lord. In 1999, when he diminishes, most of the magical powers are cursed along with the castle, but those events did not diminish his spirit. The soul Soma inherited is not just the soul of a collector of monsters. He has great power on his own where he could have everything under him. At first glance he only looks like he's just a monster hunter. The Crimson Stone is the element that changed Dracula into the actual Evil Lord. As a result, he was able to obtain humongous dark magic and reincarnated Soma to utilize it.

Pfreak: It seems with each new *Castlevania* game, Dracula's castle gets more and more detailed. Typically how long does it take to design Dracula's castle?

IGA: Now that our games are being made in 3D, we think that there cannot be a Castle like this in reality. That's why we're making it more detailed. To be honest, we don't spend a lot of time on it. If you can take a look at illustrations, the tower and castle you're familiar with are still alive!

Raphael: What's keeping *Rondo of Blood* from being ported? I remember an old interview mentioning that there's some problems with it.

IGA: Oh well, we cannot work on the TurboGrafx. We simply need to port this title. But porting requires a lot of money, so I think this is the issue. We cannot simply use the original graphics as is, so more cost is involved. And also, a ported version is always compared to the newest installment of the series. I obviously cannot have several productions going on at once for *Castlevania*, so I narrowed them down and subsequently, *Rondo of Blood* just never happened. All kinds of projects are in my head, but I just need more people and time... it's a big headache all the time (laughs).

Ashenian: Many game series (*Sonic the Hedgehog*, *Mega Man*, *Street Fighter*) have released anthology collections of their old games. Might we see a *Castlevania* anthology any time in the future?

IGA: Hmm, the only problem with *Castlevania* is that they all come out on various platforms. Making it for a single platform may be difficult. Maybe we could do some NES-only collections?

Rabite: What are your favorite 3 Castlevania games?

IGA: *Castlevania 3: Curse of Darkness*, *Castlevania* (original), *Akumajo Dracula X: Rondo of Blood* (sold only in Japan)

Ashenian: Some time ago there were rumors that a possible remake of *Castlevania III: Dracula's Curse* was in the works. Is there any truth to this?

IGA: Well, I had in my head, but hmm, I just wonder what happened. Since *Dracula's Curse* is one of my favorites, I would like to keep on thinking about how to make it happen.

Raphael: Are we likely to see more Nintendo DS Castlevania games?

IGA: I guess I have to do my best to work on it — I mean the game system's made already! All I can say is that if *Dawn of Sorrow* sells a lot, it will definitely happen. So please! Purchase *Dawn of Sorrow*!

Raphael: Can you tell us who the creator of Castlevania was?

IGA: Since this person no longer works at Konami, I can't tell you who this person is!

Raphael: Any plans or ideas about doing a game featuring the legendary 1999 battle between Julius and Dracula?

IGA: I have plans in my head (laughs). When time allows, I would like to make it happen. There are some empty timelines in the videogame series, so I would also like to consider it for future projects.

Raphael: Can you end the age-old battle and tell us which was created first... *Akumajou Dracula Famicom* or *Akumajou Dracula MSX2*?

IGA: In Japan, MSX came first, but for US market, NES came out first. This is my understanding.

Dark Metamorphosis: Are there any older *Castlevania* games you would ever want to remake, or would you prefer to concentrate on making totally new *Castlevanias*?

IGA: Making new *Castlevania* games is important and I still feel the need for it. But since I'm also a fan of the past series, I would like to make myself available to work on remakes, too.

